CARTOON REBUSES, P. 32

GAMES

"Waiter, there's a fly in my soup!"

The customer is right, as always—so what should the waiter say? Five possible responses are floating in the soup. To spell them out, move through the bowl one letter at a time horizontally or vertically. When all five answers have been found, every letter in the bowl will have been used exactly once. As a bonus, a sixth answer can be found if diagonal moves are also allowed.

I D Y H W T
H C D N T R E
E A A U O Y T H S S
G R R S M W I D E
Y L F T A I O Y F I
W F A X Y H U O D
O L E E S D W N T W O M E
U A S O O E A T R R I M R
L H R N T T N H A Y S W P U
D B O H G I T H D O S O
E W T R L S E G O O
R E H T H L A S A O O
E S A Y A W S G
F L T K N O

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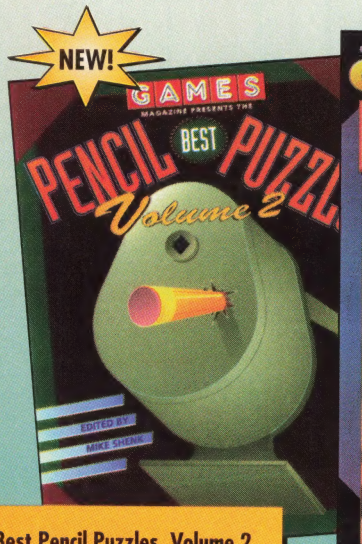

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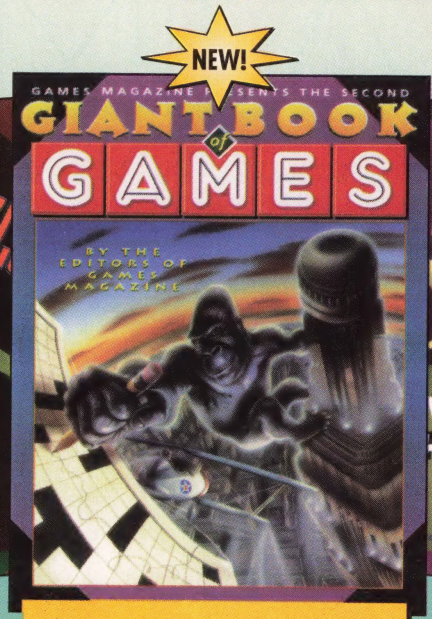

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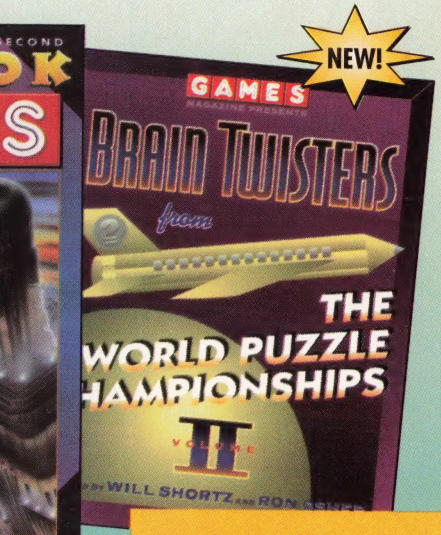

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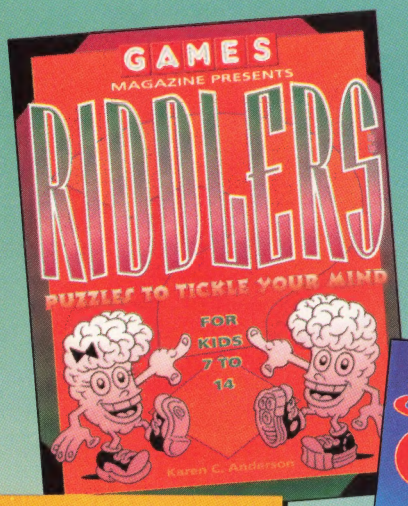

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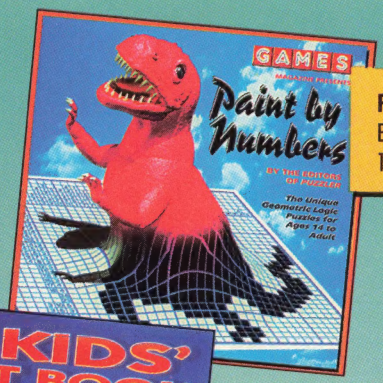

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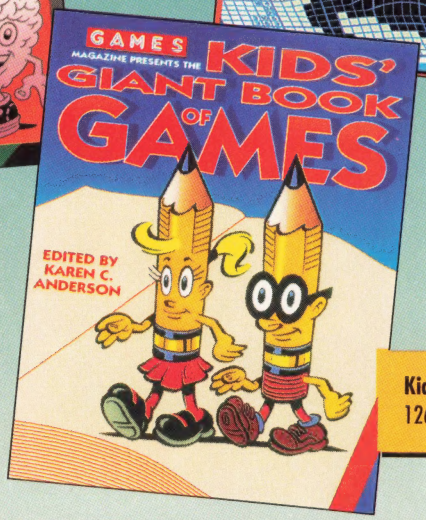

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by Alvin Tresselt, *Dean of Faculty*

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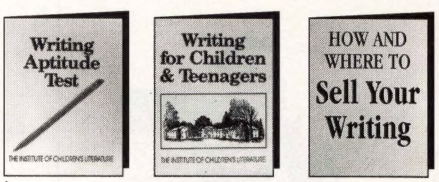
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FEBRUARY 1997

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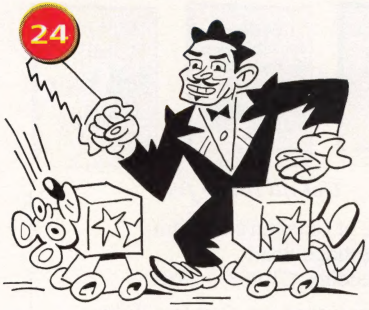

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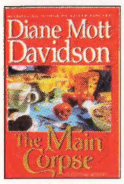

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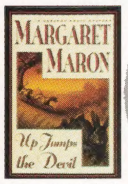

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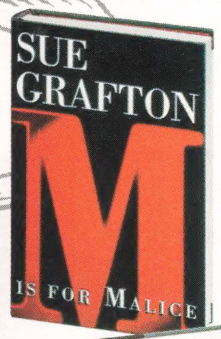

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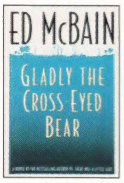

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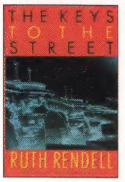

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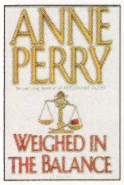

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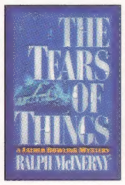

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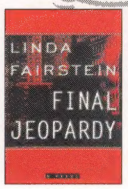

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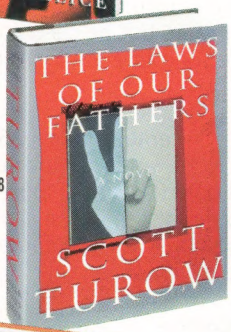

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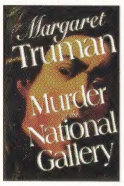

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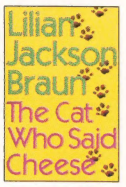

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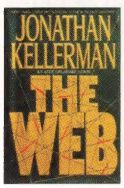

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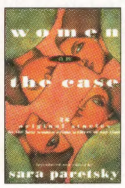

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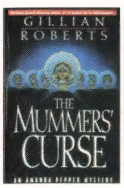

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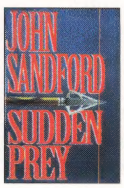

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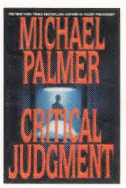

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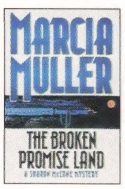

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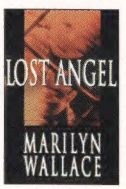

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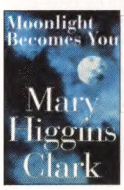

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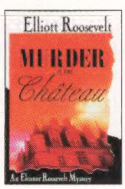

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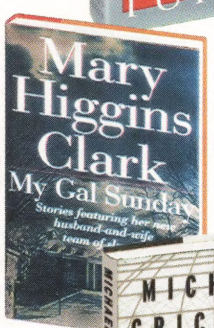

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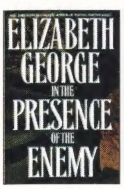

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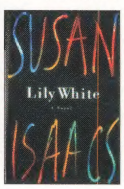

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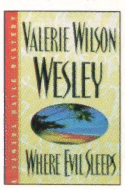

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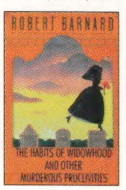

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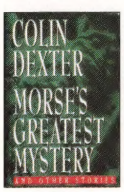

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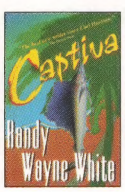

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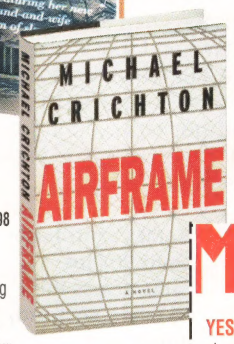

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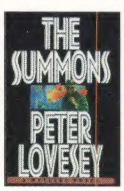

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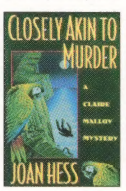

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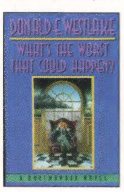

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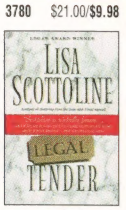

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LETTERS

FORGIVEN FORGET

In "Prestidigitation" (December, page 62), there was an incorrect digit in one of the clues. In column clue 3a, "1992's Best Director" became "Eastwood," but Jonathan Demme won the category in '92. Get out the laundry and break out the time machine: Clint did receive an Oscar for his directing in 1993.

Peter Ede
Claremont, CA

Actually, our clue was correct. The confusion arises because the awards presented each spring are for films of the year before. Hence, Clint Eastwood's Best Director award for Unforgiven *was technically the 1992 award (the year the film was released), even though he didn't receive it until 1993. Similarly, Jonathan Demme's 1992 award for* The Silence of the Lambs *was really the 1991 award.—Ed.*

CORRECTIONS

We got a couple of things wrong in last month's Buyer's Guide. In our review of 25 Words Or Less (page 31) we wrote parenthetically that the game's inventor, Bruce Sterten, was "mainly responsible for the great game Taboo." The inventor of the board game Taboo, published by Milton Bradley in 1989 and a perennial bestseller ever since, is Brian Hersch. We knew that, since in our profile of Brian Hersch in April 1993 we identified him as the inventor of Taboo and many other popular games. Mr. Sterton had worked earlier on a possible TV game show using a similar idea. Our sincerest apologies to Brian Hersch for the error. We described Mad Gab (page 34) as a "republication" of Mock My Words. In fact, Mad Gab is essentially a new game based on Mock My Words, but redesigned with enhanced team play. Mad Gab inventor Tim Walsh tells us that he and Mock My Words inventor Terry White collaborated on the new game. Our apologies to both.—Ed.

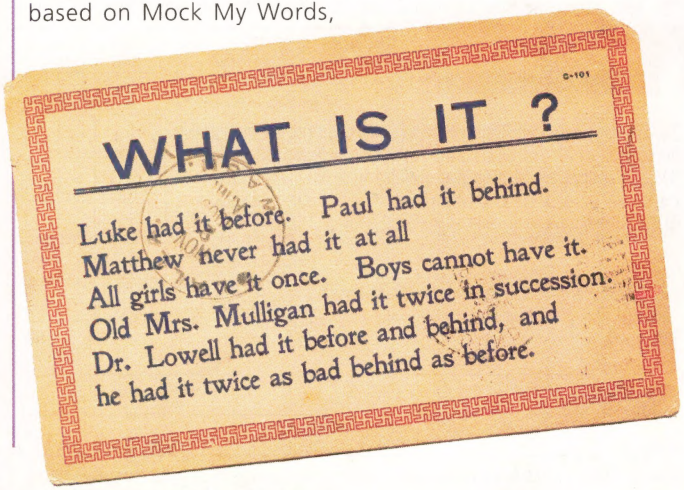
LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll acknowledge the first or most entertaining letter and send the writer a GAMES T-shirt.

•**And So To Bed** (December, page 19). It seems that we was wrong. James Kushner of Los Angeles, California, gave us a failing grade and wrote, "Tevye may have been a poor man, but he used correct grammar: the song title is "If I Were a Rich Man."

•**Dszquphsbnt!** (December, page 26). Sara Karaffa of Yorba Linda, California was definitely not bored when she looked up the answer to the puzzle of the same name. She found that we had omitted the phrase "age-old" in our solution.

•**When Worlds Collide** (December, page 12). Houston, we have a problem. Maris Bootzin of Tucson, Arizona clued us in as to our incorrect answer to number 21 which reads, "Dr. Who (with phone booth)." She writes, "The Doctor is not 'with phone booth,' he is stepping out of his Tardis (Time and Relative Dimensions in Space) which transports him and his companions through time and space. The only reason it looks like a British police box (not just any old phone booth) is that its chameleon circuit got stuck during one of the doctor's unfilmed visits to London and he's never been able to fix it."


WHAT IS IT ?
Luke had it before. Paul had it behind.
Matthew never had it at all
All girls have it once. Boys cannot have it.
Old Mrs. Mulligan had it twice in succession.
Dr. Lowell had it before and behind, and
he had it twice as bad behind as before.

GAMES contributor Louis Phillips came across this puzzling postcard, which was originally mailed in 1909. Can you figure out the solution to its riddle?
ANSWER, PAGE 42.

•**Mah-Jongg: The Great Wall of China** (December, page 10). Stewart Bennion of Huntsville, Alabama, was the first of many readers to pick up on a slight mix-up. He writes,

> "I went back and forth like Ping-Pong
> While reading about playing Mah-Jongg
> From picture to print
> I might need a hint
> Is what's shown a pung or a kong?"

Our photo on page 84 should have been labeled as shown above.

•**The World's Most Ornery Crossword** (December, page 66). A.E. Califano of Amsterdam, New York, realized that we made a mistake on the easy clue for the answer "poetess." Our clue read "Walt Whitman, for one" (42-Across). "Although some have questioned Whitman's sexuality as expressed in his poetry, no one has ever intimated that he had actually undergone a sex change."

EUREKA

•**When Worlds Collide** (December, page 12). Leonard Herman of Springfield, New Jersey enlightened us about number 13, Robbie the Robot from the movie *Forbidden Planet*. He writes, "Robbie the Robot returned the following year in a lesser known movie called *The Invisible Boy*. Also, during the '60s, the robot appeared in at least two episodes of *Lost in Space* and at least one episode of *The Twilight Zone*, so any of these answers would be correct."

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Subscription Rate: $21.00 for 6 issues in the U.S. and possessions, $26.00 in Canada, $31.00 in all other countries (U.S. funds only).

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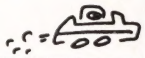

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- ***"THE CLIMAX OF MY YEAR; THE GREATEST!"***

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Immediately we'll send you the Road Atlas and everything else you'll need. Entry deadline is Valentine's Day. When you're done (by March 3), send us your answer sheet and we'll score for a minimum of 75 custom-designed awards.

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- ***"I enjoyed it immensely. :') "***

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GAMEBITS

edited by dave hamill

FIT TO BE TIED

On a scale of 1 to 10, Ralph Marlin & Co.'s fish ties scored a definite 10 on the pop-culture meter when they were introduced in 1986. Now, a decade later, the neckware manufacturer proves their success was no fluke with the introduction of a "Games & Toys" line.

Among the 13 licensed images rendered on this collection of over 30 silk and microfiber ties are some of the most popular games and toys of the Baby Boom era, including Monopoly, Scrabble, Twister, Mr. Potato Head, and Slinky. More than just a sartorial statement, these accessories celebrate a state of mind, and are a unique gift idea for the man who has everything.

For more information, contact Ralph Marlin & Co., 1050 Walnut Ridge Drive, P.O. Box 999, Hartland, WI 53029-0999; or call 1-800-922-8437. ■ —D.H.

AN EXHIBIT TO A MAZE

Internationally renowned maze designer Adrian Fisher, whose work was previously featured in the February 1995 GAMES, has been commissioned by the Norton Museum of Art in West Palm Beach, Fla., to create an exhibition titled "Adrian Fisher, Maze Artist—Your Land Is His Canvas."

The two-month exhibit, which runs Jan. 17 through March 9, is something of a benchmark for both the artist and the museum. It's the first time Fisher's work has been featured exclusively on its own merits, rather than as a contribution to a larger exposition or presentation on mazes. And it marks the formal re-launch of the Norton Museum following a multi-million dollar refurbishment and expansion.

The exhibit features a survey of Fisher's design approach, a varied selection from his 135 full-size mazes completed worldwide, and a look at some of his special design innovations. Among these is a 64-by-44-foot, permanent brick pavement maze he has created in the museum's East Garden, constructed from natural clay paving bricks shipped from his native Britain and layed by British craftsmen.

Other mazes of varying interactivity include a tall vertical mural maze, visible from the length of five galleries; a rope maze in the museum's courtyard; a color maze; an arrow maze; and an English turf maze.

The multi-faceted Fisher was trained as a management consultant, is a Liveryman of the Worshipful Company of Gardeners in London, and has authored several books on maze design. He has also received numerous awards for his creations, including the designation of world's largest maze (172,225 sq. ft.) in Shippensburg, Pa.

The Fisher exhibition will be presented concurrently with a more traditional collection of works by Rodin. For more information, contact the Norton Museum of Art at (561) 832-5196. ■ —D.H.

"Two Grey Hills," an Adrian Fisher color maze constructed last year in San Antonio, Texas.

PLAYING MIND GAMES

Computer-game manufacturers have tried all sorts of things to create the illusion of "virtual reality"—from sticking helmets on your head with TV screens in them to making joysticks shaped like steering wheels and jet fighter sticks. But now, technology from the Russian space program has teamed up with a decidedly capitalistic game company to produce MindDrive, the first "thought control" gaming system.

Through the efforts of Ron Gordon, former head of Atari, thoughts can now be turned directly into actions via a small padded sensor that fits over your finger and connects to your PC. A microprocessor then transmits and translates the physiological and electrical signals being generated by your brain into computer commands. The end result: You can play special CD-ROM games as the sensor reads, translates, and transmits information directly from your mind to the computer.

We tried out MindBowling, and hey—it really seems to work! Adding mental English to that bowling ball to make a split actually seemed to angle it at the pin we wanted to hit. And when we thought "go left" in MindSkier, our first-person point of view skewed to the left to keep us from crashing into the snowbank.

Other games include music, drawing, and our favorite, PinballMind, where you can activate the flippers by giving them "the eye" and alter the path of the ball as it zips around. Just remember to keep your hands by your side, so you don't break anything!

Discussions are underway with Miramax Films to use MindDrive technology in theaters so that moviegoers can affect the course of a film. And, of course, there's talk of bringing it to the Internet for what could turn out to be some really fast and furious online gaming. But since agitation affects how well the sensor works—even drinking too much coffee can mess it up—perhaps you should first start practicing your Zen.

The unit retails for $149.95 and requires an IBM PC or compatible 486 or greater, double-speed CD-ROM, DOS 5.0 or higher, mouse, Soundblaster or compatible sound card, and 9-pin serial port. For more information, contact The Other 90% Technologies at 1-800-706-0456. ■ —Marshal Rosenthal

PHOTOS: TIES, WALTZER AND WALTZER; MAZE, ADRIAN FISHER

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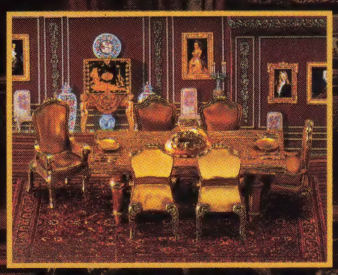

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The Billiards Room, decorated in rich tones of mahogany and green, showcases a classic pool table in intricate three-dimension.

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Tossing and Turning

A Contest to Keep You Up All Night

For this contest, you'll be creating a word chain, starting with any acceptable six-letter word. In our example below, we started with the word STRIPE. To make the next link in the chain, turn the letters in the word around (which would give you EPIRTS), and then "toss out" two letters, replacing them with new letters to make a new word. In our example, the P and R of EPIRTS are replaced to make the word EDICTS. Then to continue your chain, simply keep repeating the process: Reverse EDICTS to make STCIDE, replace two letters to make DECIDE, reverse DECIDE and toss out two of its letters, and so on. There are two restrictions on letter substitutions:

1. You may not change any letter that you changed in the previous turn. For instance, in our example, we could not go from SLICED to DENIES because the letter L in SLICED was one of the letters changed from the previous word, DECIDE.

2. The same word may not appear in your chain more than once.

ACCEPTABLE WORDS Every word in your list must be valid for your entry to count. To be valid, your words must be recognized by Webster's Third New International Dictionary (Unabridged), where each word must either be listed in boldface or be an inflected form of a boldface entry. Comparative and superlative forms of adjectives are acceptable only if specified after a boldface entry, but noun plurals and verb forms are acceptable if clearly implied by the inflectional patterns of related words. Words may contain accent marks. A word is unacceptable if it (1) is composed of two or more component parts separated by a space, or appears only as such a component part; (2) contains an apostrophe, hyphen, or period; (3) is designated only as capitalized or usually capitalized; (4) is listed only as an abbreviation or symbol; or (5) appears only in the Addenda.

WINNING The contestant with the longest chain of words will win the grand prize, and the 10 next-longest chains will win runner-up prizes. In case of ties, the entry that uses the most different letters of the alphabet wins. Further ties will be broken by random draw.

ENTERING On a sheet of paper, or a postcard, list your chain of words in order, underlining the two letters in each word (except the first) that changed from the previous word.

For example:
STRIPE
EDICTS
DECIDE
SLICED
PERILS

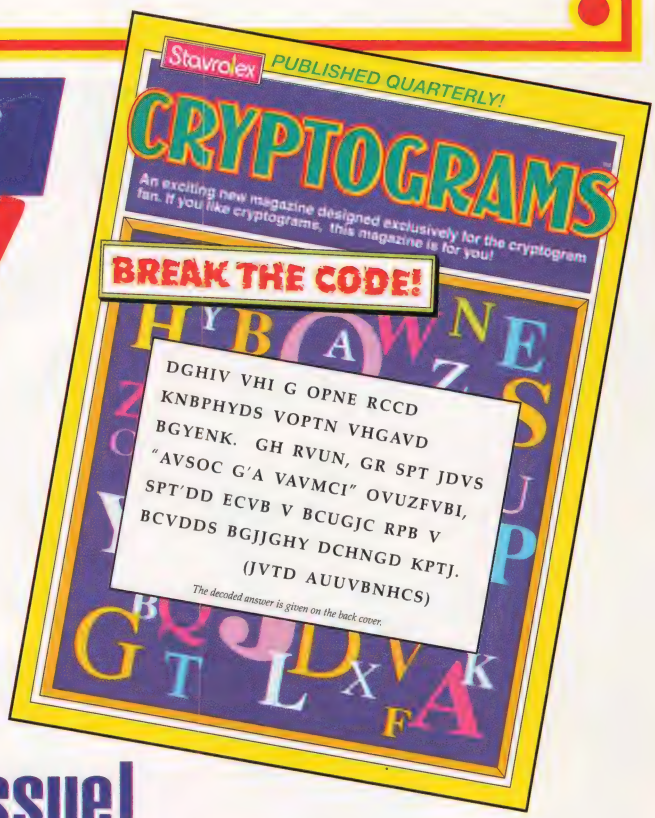
IMPORTANT: On both your entry sheet and the back of your envelope, write the total number of words in your chain, followed by a slash, followed by the number of different letters of the alphabet that appear in the words in your chain. In the example above, you would write 5/9. You may enter more than once, but each entry must be mailed separately. Mail your entry, along with your name and address, to: **Tossing and Turning, GAMES Magazine, P.O. Box 184, Fort Washington, PA 19034. Entries must be received by March 3, 1997.**

ILLUSTRATION BY BRETT HELQUIST

I F
MW JIN RBH SCBL UYMO ECOOBVC, UYCH JIN OYINAL ONXORSMXC UI "RSJTUIVSBEO" EBVBFMHC UILBJ!

Can you complete this puzzle?

☑ *Yes!*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WAR IS SWELL

A view from the battlefield at the 25th

annual Pennsic War

By Minda Zetlin

It's 8:30 a.m., the morning sun is drying the dew on the long grass of the battlefield, and hundreds of soldiers are marching to war all around me.

They're clanking along in step, wearing full suits of armor and chain mail, their swords and spears balanced on their shoulders. Many of them are singing battle songs.

Maidens in long dresses pass among them, carrying baskets of the Queen's "favors"—small squares of cloth bearing the emblem of the matriarch whose honor they will attempt to uphold today. Most of the soldiers who don't already have a favor stop to pin one on.

Nearby, a squad gathers together, listening to final instructions from their commander. I lift up the two gallon-sized plastic jugs I'm holding—one filled with water, the other with Gatorade.

"Anyone want a drink?" I ask.

This is my second day at the 25th annual Pennsic, a week-long medieval-style war. Every year, some 10,000 people show up for the event, and about 2,000 of them don period-style armor, heft wood or rattan replicas of swords, spears, and shields, and meet on the battlefield in a fight between the East Kingdom (which includes the Northeastern states) and the Middle Kingdom, or "Midrealm" (which encompasses much of the northern Midwest).

Pennsic takes place at a huge campground in Western Pennsylvania, just a few miles from the border between the two kingdoms. Thus, the place is called "The Debatable Lands."

What Pennsic is not is a Renaissance Fair for the entertainment of the public. In fact, there is no public—at least, not in the usual sense. Everyone who attends is expected to participate fully in the Middle Ages scenario—which means, among other things, wearing medieval garb and adopting a period name and persona.

So here I am, wearing a borrowed bog dress—a simple sleeveless, Roman-style garment that joins at the shoulders and falls to my ankles—trying to remember to answer to Katherine, which is my middle name, and a more proper medieval name than "Minda."

I wanted to see the fighting up close, and had heard there was an ongoing need for water-bearers during battle. So I volunteered and was immediately handed the two plastic jugs, each with an odd-looking piece of plastic tubing sticking out of its neck. Once in the field, I understood the purpose of the tubes: They can be inserted into the viewing slits that are the only openings in most of the fighters' helmets.

For the same reason, I've been warned not to come up on a fighter unexpectedly from behind. Because helmets allow for little peripheral vision, and survival in battle often depends on quick reactions, I could be mistaken for an enemy and bashed with a sword for my trouble.

I can also see why one veteran soldier told me he always considered the waterbearers "the prettiest girls at Pennsic." Indeed, merely walk-

BRENDA HUNTER

Above: Subjects of the East and Middle kingdoms engage in armored combat during the 25th annual Pennsic War in Slippery Rock, Pennsylvania. Right: Attendees in period costume coexist alongside a scaled-down version of a medieval castle.

ing across the field in the August heat, inside 50 or more pounds of armor, could easily bring on dehydration before the fighting even begins. Many of the soldiers gratefully accept pre-battle drinks.

The rules of fighting are fairly straightforward: A blow to the leg above the knee, or the arm above the wrist, would be disabling if a real sword were being used, so any fighter who's hit in these places must refrain from using that limb for the remainder of the battle. By the same token, the loss of two limbs, or a sufficiently hard blow to the head or torso, is considered fatal, and if you are so hit, you are honor-bound to die.

Death isn't always terminal, though: Many events include "Resurrection Battles" where those who've been killed can return to fight some more. Even so, in the adrenalin rush of battle, fighters sometimes develop "rhinoceros hides" and don't die when they've been killed.

"You have to hit them again, a little harder," one soldier explains. That stubbornness can be costly: Though the weapons are made of padded wood or rattan, they're still heavy enough to pack a painful wallop.

"It's not a faked hit. You're being swung at by a baseball-bat-sized piece of wood," says Lord Fyodor Khrisotelevich Gudoshnikov, a Russian nobleman educated in Italy, whose real-life, "mundane" name is Eric Kirsten. Lord Fyodor explains that he abandoned his own fighting career early on, after a particularly solid blow to the head. Instead, he switched to safer pursuits: medieval cooking and costume making.

This is why, even though the fighting is competitive, it's usually a very friendly competition, adds Finnvarr de Taahe, a duke who has fought at all 25 Pennsics. He is Steve Muhlberger, a university professor, in mundane life.

"It's got potential for great danger if you add in malice," he says. "You have to have a certain level of trust between fighters, because otherwise someone would get arrested sooner or later. That's what keeps it at a remarkable level of safety." In fact, I'm told, there were actually more injuries on the dance floor than on the battlefield at Pennsic XXIV.

At this Pennsic, the outcome of the war will be decided by 16 different events: Half are general battles in a variety of different settings, and the other half are archery contests or fighting tournaments.

The battle where I'm waterbearer is the Town Battle. To win, one side must control five out of the nine huts in an imaginary village whose buildings are represented by stacked hay bales.

Just as it seems I've given water or Gatorade to absolutely everyone who might want it, there's a startlingly loud cannon shot, and we waterbearers retreat from the field. The battle has begun.

As a newcomer, watching from a safe distance, it's difficult to tell exactly what's going on, so I eavesdrop on a more seasoned observer explaining the action to her companion. At first, there isn't much: It turns out both sides had planned on a defensive, waiting strategy, so no one is on the attack. Quickly enough, though, they abandon that strategy and begin rushing at each other in a general confusion of armor, swords, and shields.

"Dead" fighters begin trudging wearily out of the battle, often stopping to take a drink from one of our bottles before collapsing full-length onto the grass. We stand alert, ready to make a quick dash if the battle starts coming our way.

Many of the "huts" are already taken, their hay bales scattered on the ground, and the fighters inside stare challengingly out at the enemy. The marshals—referees who can be identified by the long, striped poles they carry—call a "hold" in the fighting, and the waterbearers are called in. I ask another waterbearer if she can tell who's winning.

"Well," she says, looking into each of the huts, "I mostly see a lot of red. Only a little blue over there, and they're cut off from the rest, so I don't think it's going to last much longer."

She's referring to the identifying squares of electrical tape adorning each soldier's helmet: blue for East, red for Middle. And she's right—there are a lot more little red squares than blue.

A Scadian fighter prepares to take his homemade armor into the Woods Battle.

TOP: KEN KOLL; CASTLE: E. KLOTZ; BOTTOM: BRENDA HUNTER

it's coming

the game to end all games

unlike anything you've experienced

too unreal to imagine

it'll blow you away

you won't believe what you see

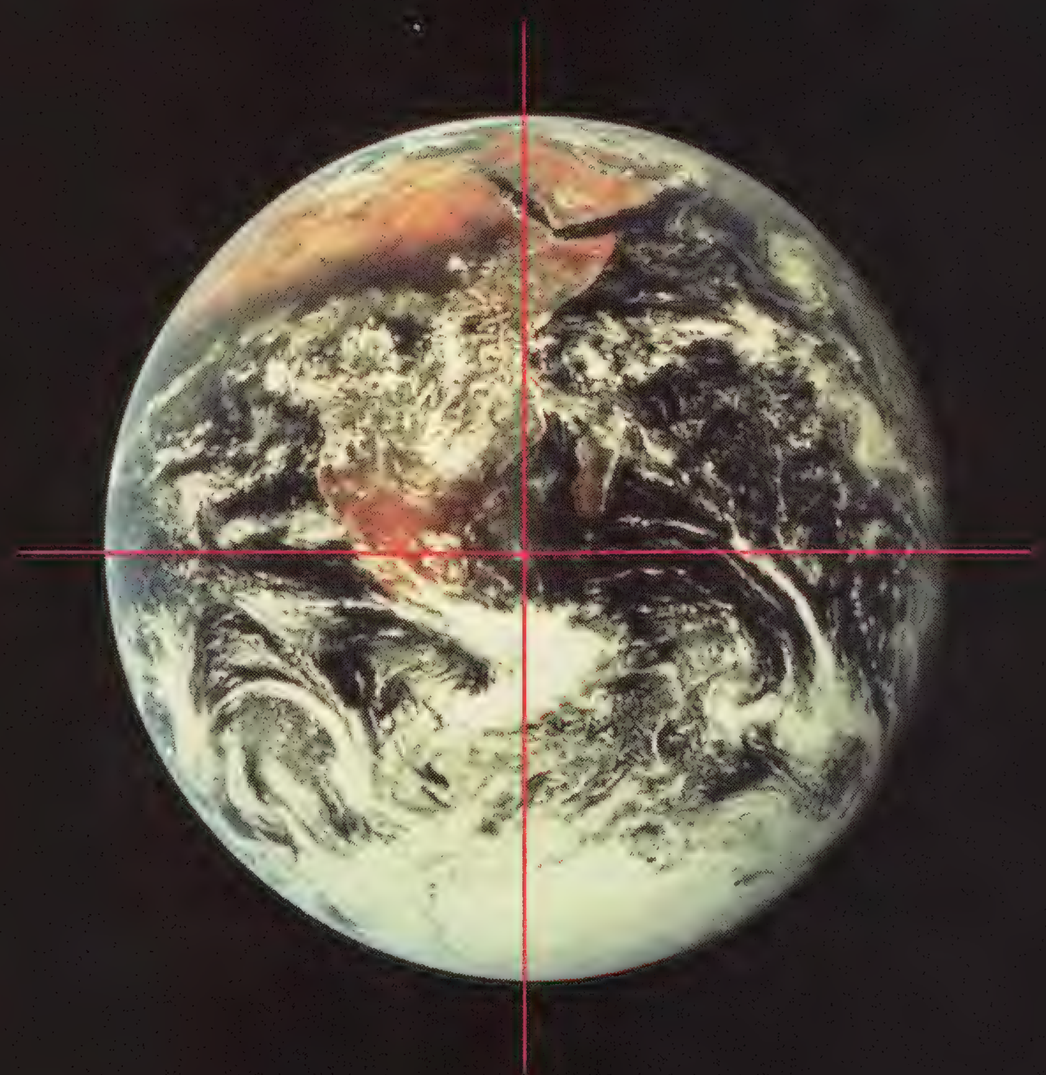
you'll wish you were dreaming

it's to die for

watch the sky for a sign

then you'll be our game

and soon, for you, the game will be up



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Just then, the marshals start calling "Waterbearers off the field!" Hostilities recommence, and before too long, another cannon shot indicates that the battle is over. The Midrealm has won.

My whole time at Pennsic, I can't shake the feeling that I've landed in a foreign country. For one thing, the natives dress differently. Pulling up to the official entry point (called the "Troll Booth") the first evening, I was taken aback by the sight of so many people—hundreds, in all directions—wearing period garb. This ranged from elaborate Elizabethan-style dress, complete with frilly collars and petticoats, to simple tunics and loose medieval-style pants.

Some Celtic-style participants wear kilts and not much else. Or at least, not much other clothing. What they do wear is "woad," the blue-black body paint Mel Gibson wore in *Braveheart,* which medieval Scots believed conferred magical protection in battle.

Plus, though everyone speaks English, there's something of a language barrier: I have to learn words like "seneschal" (the administrative head of a local group), "chirurgeon" (first-aid person) and "sekanjabin" (a medieval Arab drink made from boiling mint, vinegar, and sugar together). These, and many other medieval words, are recognizable to most Scadians.

What's a Scadian? A member of the SCA, the Society for Creative Anachronism, which sponsors Pennsic, as well as an almost infinite number of smaller events—feasts, tournaments, Viking Games, dances, seminars, shire meetings, and wars—every year. The SCA has more than 50,000 members spread over a dozen countries, including Sweden, where SCA royalty entertained the actual king, creating thorny questions of protocol.

Their Majesties of the Midrealm (left) and the East (right) preside over the opening ceremonies at Pennsic XXV.

The SCA is devoted to recreating the atmosphere of the Middle Ages "as they should have been," explains Mitch Krevor, whose persona is Baron Master Ian Mitchell of Clan Mitchell. Baron Master Ian is Lord Mayor of the 25th Pennsic, and lest one forget it, there's a full-size guillotine set up near the Troll Booth, bearing the legend: "Ian's Law."

As he puts it: "We're out to kill each other here, but we don't want anybody to get hurt."

The SCA divides what it calls the "Known World" into 13 kingdoms, each with its own king and queen. These monarchs rule absolutely, but only for six months at a time. They are selected by a fighting tournament called the Crown List twice a year.

Royalty is taken very, very seriously. "If you need to speak with their majesties, approach to within three feet and wait to be recognized," instructs a Society primer on royal visits. Of course, it adds, "All persons of whatever rank should bow to the Royalty as they pass at any time during the event. Bow also when beginning to speak or when leaving the presence of Royalty."

"It's quite an odd environment, because people do know you're not really a king, but in some ways they've dedicated themselves to thinking that these kingdoms really exist. It's like playing a role very intensely for a long time," notes Finnvarr, who has been king of both the East and the Midrealm.

Not that there aren't lighter moments, as well. For instance, on the last night of Pennsic XXV, as they sat around the final campfire, the King of the Midrealm summoned his knights before him, one by one, and commanded them to do what he called "Stupid Peer Tricks."

As the week wears on, it appears the Midrealm is winning battle after battle. Eventually, I learn the reason for this: There are many more soldiers fighting for Midrealm. This is a change, Finnvarr explains, from previous years when the East had overpowered the Midrealm, partly because the geography of the Debatable Lands placed them closer to Eastern population centers.

To make matters fairer, the Kings of the East and the Middle had agreed to redistribute their allies (that is, fighters from the other 11 kingdoms) to make sure the Midrealm would be better repre-

(continued on page 63)

So, You Wanna Be a Warrior?

Pennsic is held every August in Slippery Rock, Pa. You don't have to be an SCA member to attend, but some basic knowledge of the organization and its conventions is essential.

For example, not only will you need enough medieval-style garb to get you through the event, but a sense of appropriateness as well—items such as white belts, spurs, and gold or silver chains are all indications of an earned society rank, and should be avoided by newbies. (Rank is earned either by prowess in fighting, service to the society, or skill at a medieval art or craft.)

More preparation is required for those who wish to take part in the fighting: You'll need armor and weapons that meet the criteria of the East and Middle Kingdoms. You'll also need enough basic fighting experience to get a certification card from the SCA.

Precisely because Pennsic is the largest, most lavish, and probably most confusing of the society's events, many Scadians recommend getting one's feet wet at a smaller event or two first. Information about local groups and events (of which there are many), as well as SCA membership can be obtained by contacting the society's main office at:

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KEN KOLL

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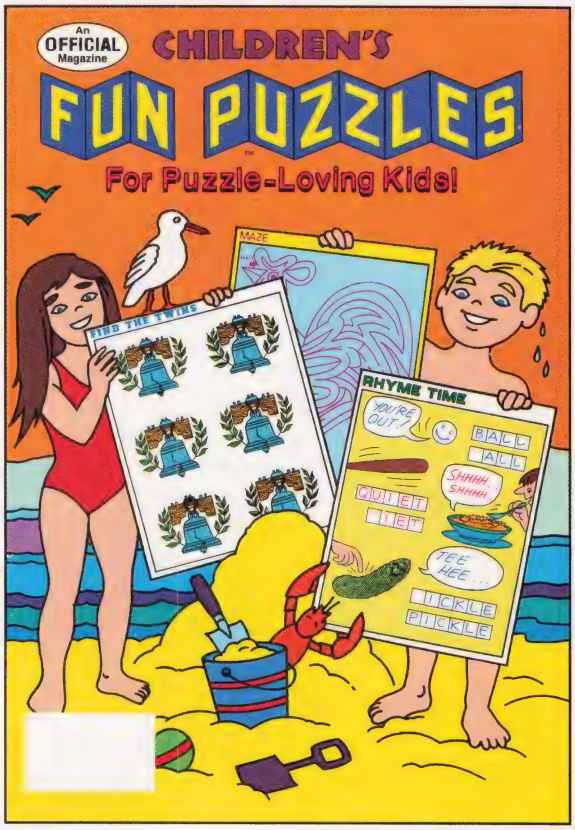

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No one's better at baffling his customers than Sly, the bartender at our favorite watering hole, Le Puzz. His latest challenge is shown here.

Each pair of matchbooks strewn across the bar (1–12) is united by a common element: a recurrent theme, image, design, choice of words, or spelling. Can you discern what each has in common, and then choose one of the packets from the ashtray (A–L, at bottom right) to form a trio? Each matchbook must be used once, and only once. Although there may be more than one logical pairing for some matchbooks, only one combination will successfully empty the ashtray.

If you are able to "match" them all, you are truly smokin'.

ANSWERS, PAGE 43

photograph by
Bill Whitehurst

BASED ON AN IDEA BY CAROL HOCHBERG

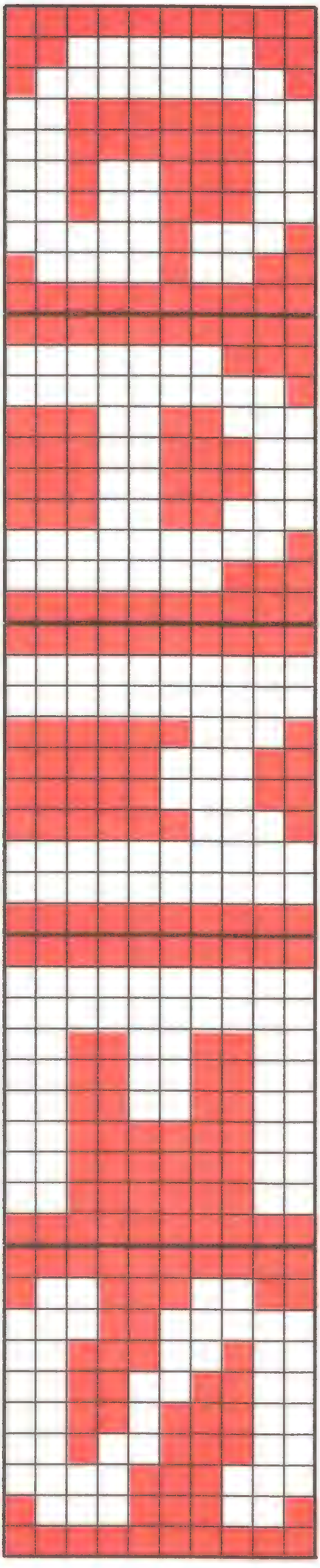
PERFECT MATCHES

By Dave Hamill

BONUS Paint By Numbers Puzzle! Answer on reverse side.

| | | |

Answer to Puzzle:



★☆

Wares D

1

2

3

4

10

9

11

12

13

Photographs by
Waltzer & Waltzer

e-label?

5

6

7

8

We've heard of generic products, but this is ridiculous! It's clear to see that each of the common grocery store items below is an opaque substance. But thanks to their missing labels, it's not so clear exactly what each of them is. From their colors, textures, and container shapes, how many of these products can you identify?

ANSWERS, PAGE 41

16

14

15

17

18

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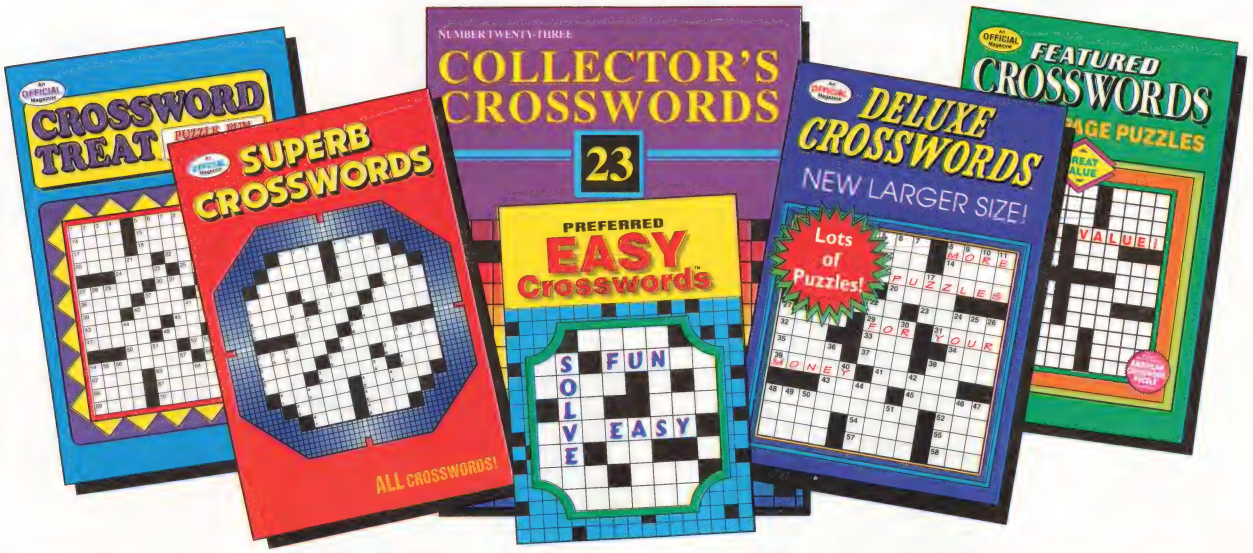

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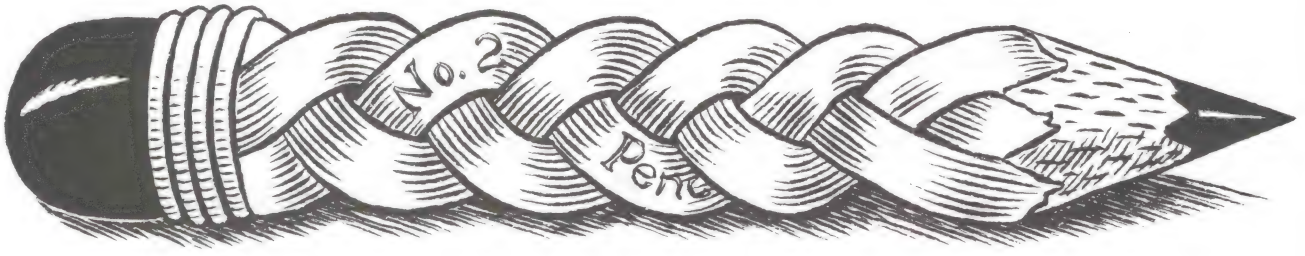
PENCILWISE

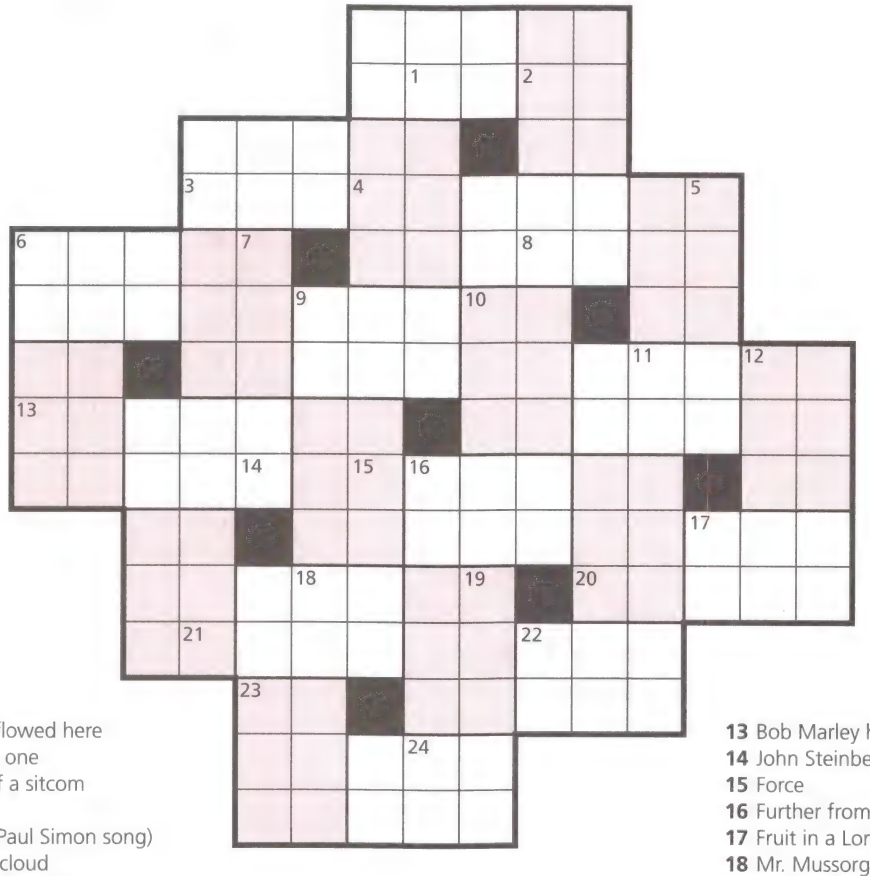


BRICKWORK ★★

BY DOUGLAS TENCH

Each of the clues below yields a 6-letter answer that is to be entered into one of the 2 × 3 white or pink "bricks" in this herringbone grid, starting at the clue number and proceeding clockwise or counterclockwise around the brick (the direction is for you to determine). The bricks, however, must be filled in so that adjoining letters in different bricks are always identical, thus "cementing" the bond. For example, the same letter of the alphabet that is entered into the square numbered 10 must also appear in both adjacent white squares.

ANSWER, PAGE 41



CLUES

1 The river Alph flowed here
2 Dan Rather, for one
3 One-thirtieth of a sitcom
4 Dress-up duds
5 "El ___ Pasa" (Paul Simon song)
6 Light around a cloud
7 Bald eagle or shamrock, e.g.
8 Sawed wood
9 Spacecraft segment
10 Under ___ (pressured)
11 Critters told to "git along"
12 Day trip
13 Bob Marley hit
14 John Steinbeck's Charley, for one
15 Force
16 Further from a hidden object
17 Fruit in a Lorraine Hansberry title
18 Mr. Mussorgsky
19 "The Streets of ___"
20 Diverse
21 City porches
22 Incarnation of a Hindu god
23 Hipster's antithesis
24 Forerunner of the "delete" key?

R.J. KAUFMAN

HEAVENLY DAZE ★

BY VIRGINIA JENKINS

You don't have to be a movie star, wear sunglasses or be moonstruck to solve this heavenly puzzle. Just sit by a sunny window and search for the SUN, MOON, and STAR words hidden in the grids—horizontally, vertically, and diagonally, but always in a straight line. If you need a little help, shine some moonlight on the answer list below. When you find them all, thank your lucky stars!

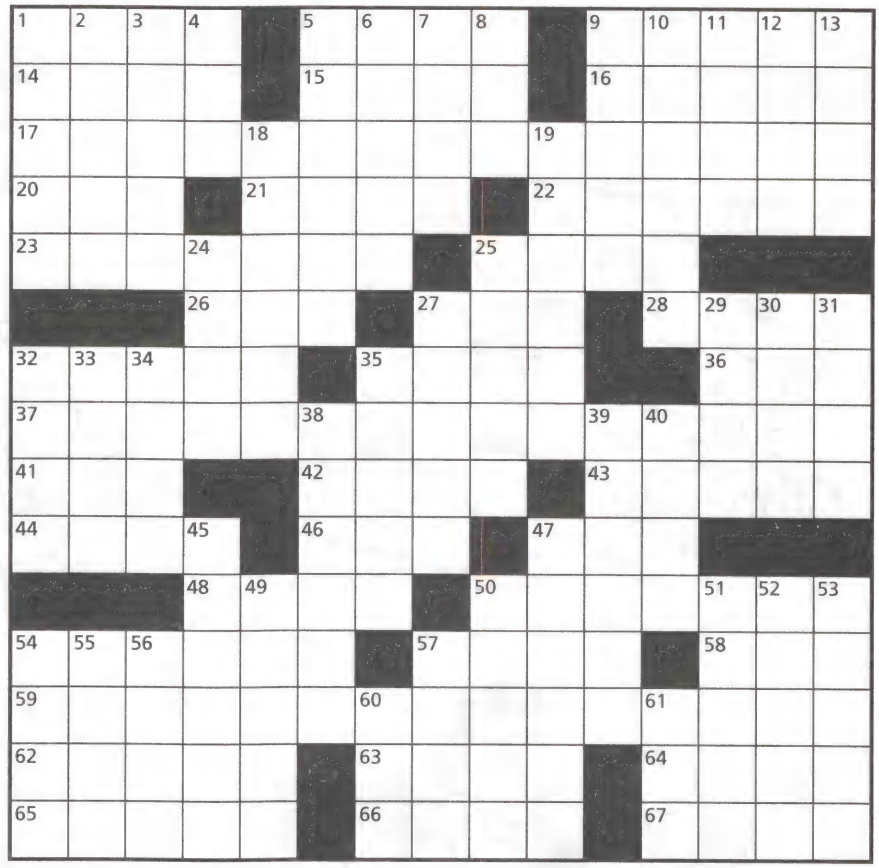
ANSWER, PAGE 42

☀ D A E
W H T I D
D R A O B ✶
Y G G U B ☽ C
H ✶ G I S ✶ B ☀
E N T L S T E G
R I E C N A D ☀
P
T T T H ✶ E S N
U M N
O ✶ U K R T H U
E A ☽
E C O ✶ I C A ✶
☽ T H L S ☀ E
M O O O M F N E
E D I T ☀ T I H W
G L I I A T T
S H I A O ✶ N
E E S S W ☀ A H
N E N
H ☀ S P O T S
N I E
T T D S ✶ S D
A
F R K H T E H
O E S S E N U
S E B N S I H
N R ☀ L I G H T
F E I U N E S
S ✶ D W E W U ☀
R E V I R ☽ D H
✶ E E A N ✶ I T
R R T S R A W ✶
☀ K E N S H I P
D S L P ✶ I G U
☽ R A D ✶ U M T
B I H T T A S
E E E N ☀ Y
Y A D ☀ S
W A M Y

BLUE MOON
COSTA RICA
CUSTARD
DATSUN
DOG STAR
FRESH START
GESUNDHEIT
MOONBEAM
MOON BUGGY
MOONIES
MOON RIVER
MOONSTONE
MUSTARD
NEW MOON
RAIDERS OF THE LOST ARK
RESTART
STARBOARD
STARDUST
STARFISH
STARLET
STARTING GATE
STARTLE
STARVES
STAR WARS
SUNDAE
SUNDANCE
SUNDAY
SUN-DRIED
SUNKEN SHIP
SUN LAMP
SUNLIGHT
SUNSET
SUNSHINE
STATE
SUNSPOTS
SUNTAN
SUPERSTAR
TSUNAMI
UNSUNG
UPSTART
WHITSUNTIDE

GUESSING GAME ★

BY FRED PISCOP



ANSWER, PAGE 41

ACROSS

1 Poodle name, often
5 Fury
9 "Sad but true" humor
14 ___-Day (vitamin brand): Hyph.
15 Greenspan's science: Abbr.
16 Cabaret singer Lotte
17 Sex appeal: 2 wds.
20 Russian fighter jet
21 Like Hamelin's piper
22 Joins together
23 Legislative houses
25 Go up a rung
26 Fourposter
27 Shadowy
28 "___ it to me" (*Laugh-In* line)
32 Ellipses
35 Move like the Blob
36 Pamela Anderson's married name
37 Backyard plot: 2 wds.
41 Meteor tail?
42 ___ the line (obeyed)
43 *Ransom* actress Rene
44 Active person
46 "For ___ a jolly..."
47 Family
48 ___ out a living (just gets by)
50 One way to examine fine print
54 Mrs. Howard Stern
57 Pub pints
58 Fib
59 Prospectors' bonanzas: 2 wds.
62 Layer depleted by CFCs
63 Beef or pork
64 Words of comprehension: 2 wds.
65 Alias Kris Kringle
66 Philly Pops pianist Peter
67 Porgy's partner

DOWN

1 Froths
2 Lintier kind of bellybutton
3 Pretend
4 "___ the Walrus": 2 wds.
5 Depended (on)
6 Summits
7 Egg on
8 Chang's closest relative
9 Actress Graff
10 Repairs a pool cue
11 "Don't bet ___!": 2 wds.
12 The Big Board: Abbr.
13 Turkey day side dish
18 Most suited to the purpose
19 Spice sprinkled on eggnog
24 Competent
25 ___ up (made an appraisal of)
27 Bob and Liddy
29 Cutlass or Delta 88
30 So-so grades
31 Lotto cousin
32 Poet of Caesar's era
33 Presidential nix
34 *Hoop Dreams* hoopster Arthur
35 Double-reed instruments
38 Greek goddess of wisdom
39 In the manner of a melody
40 Skedaddles
45 Take offense at
47 Compulsive thief, for short
49 *M*A*S*H* country
50 Cloudless
51 "Für ___"
52 Lo-cal brews
53 Affirmatives
54 "Famous" cookie maker
55 Joel's *Cabaret* costar
56 Privy to: 2 wds.
57 "Zip-___-Doo-Dah": Hyph.
60 K-O combination?
61 Bro's bro

FAIR AND SQUARE ★

BY ANDREA CARLA MICHAELS

Ready for some plane geometry? The answer to each of the 14 clues below is a word or phrase containing SQUARE. For example, the clue "Boy Scout's rope trick" would lead to SQUARE KNOT, while "Village green's locale" is TOWN SQUARE. If you can get all 14 right, consider yourself totally hip!

ANSWERS, PAGE 40

1. Ruler used in mechanical drawing _____
2. Do a do-si-do at a hoedown _____
3. Big Apple sports venue _____
4. Carpet salesman's measurement _____
5. All settled in and organized _____
6. Words on a hip dude's invitation _____
7. What 3 is to 9 or 4 is to 16 _____
8. Game show with celebs, X's, and O's _____
9. '80s sitcom about klutzy high-schoolers _____
10. Meat-and-potatoes platter, e.g. _____
11. Ball-dropping spot on 1/1 _____
12. Boxing ring, informally _____
13. Scrap a project and start from scratch _____
14. Ships like Old Ironsides _____

MOUSE PARTY ★☆

Just one teeny little typographical error on our instructions, and instead of pictures of things containing the word HOUSE, we got back these MOUSE pictures. For example, if we had asked for an illustration of a HOUSEBOAT, we would have gotten back a picture of a MOUSE BOAT. Can you figure out the original HOUSE words, titles, and phrases that were originally supposed to have been pictured here?

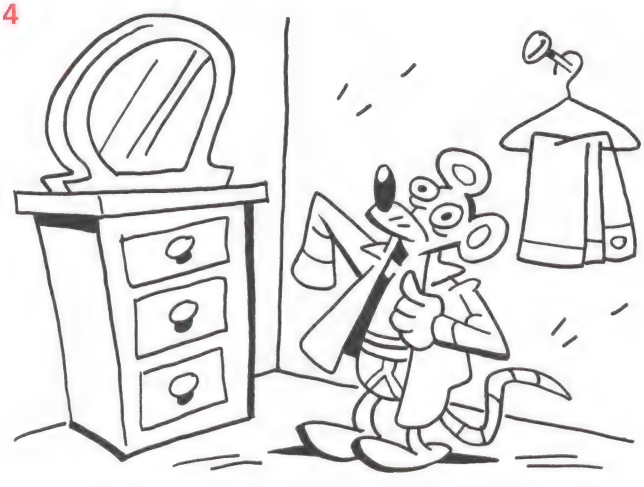
ANSWER, PAGE 40

1

2

3

4



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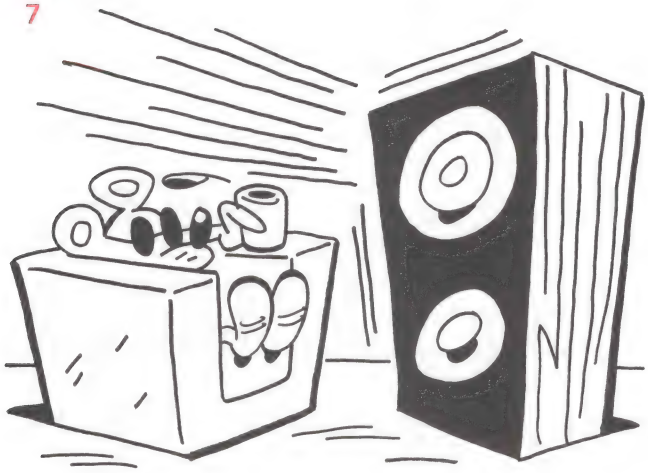

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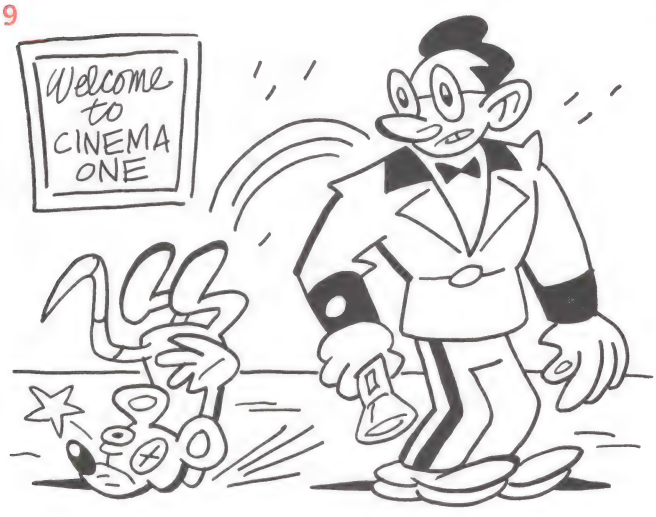


10

11

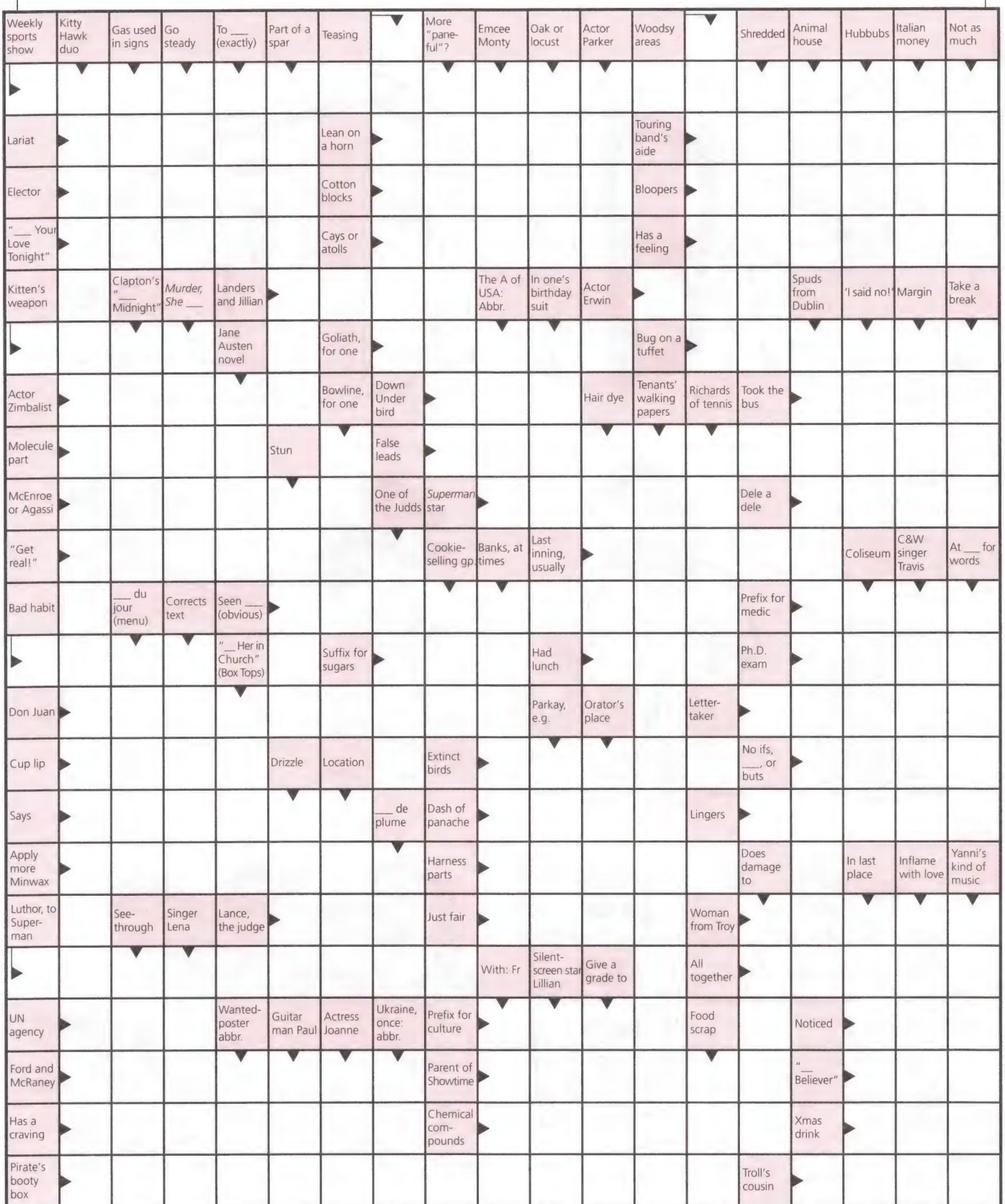
12

STEVE MELLOR

PENCIL POINTERS ★

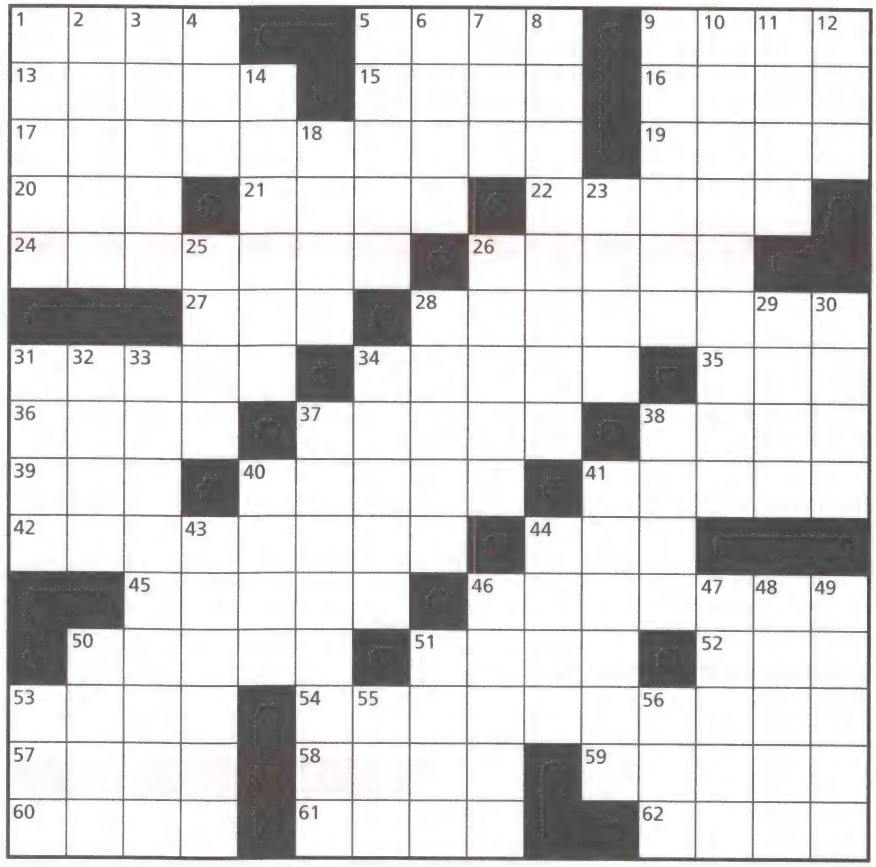
BY TRIP PAYNE

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers. **ANSWER, PAGE 42**



WHIM-WHAMS ★★

BY JOHN GREENMAN



ANSWER, PAGE 41

ACROSS

1 Summoned Lurch
5 Tailor's junction
9 "Zounds!"
13 *The Hot Zone* virus
15 Lowest female voice
16 Pizarro's New World HQ
17 Whim-whams
19 Air apparent?
20 Fuss
21 Yarn
22 "The ___ brown fox ..."
24 Whim-whams
26 Successful doctor or bacon maker
27 Fleur-de-___
28 It's aft of the jib
31 *Wozzeck* composer Berg
34 Half-quart units
35 ___-Magnon
36 Wade across, as a river
37 Whim-wham
38 32-card game
39 Jackie's man, once
40 Zoo coops
41 Ascends
42 Brought to mind
44 Boudoir piece
45 En route via Varig
46 Whim-wham
50 Helps with a heist
51 Ripsnorter
52 "Not ___ bet!": 2 wds.
53 Tuned-up engine's sound
54 Whim-wham
57 Smell ___ (suspect): 2 wds.
58 Author Dinesen
59 First name in cosmetics
60 Some Apple computers
61 ___ a soul (nobody)
62 Hum of machinery

DOWN

1 Mark down merchandise, in a way
2 Start of a song sung to "Twinkle, Twinkle, Little Star"
3 Anyways
4 Day-___ colors
5 Comedian Mort and kin
6 Actress Sommer
7 Bolted down some nuts
8 Pest repelled by citronella
9 Borden cow and namesakes
10 Whim-whams
11 Berserk
12 Statesman Hammarskjöld
14 Achieve
18 Crow calls
23 Footed vases
25 Big name in trash bags
26 ___ Major (the Dog Star's constellation)
28 Stuck in the mud
29 "Dies __" (hymn)
30 Oodles
31 Way off
32 Folk wisdom
33 Whim-whams
34 Sound of Seattle
37 Glove leather
38 A partisan takes one
40 Coagulate
41 Comeuppance
43 Civil defense signals
44 Flimflam
46 Dent of baseball
47 Disinclined
48 First two words of "Brother, Can You Spare a Dime?"
49 Pilferer
50 Mystique
51 Song-and-dance man?
53 Nonstick frying spray
55 Shuffleboard org.
56 Part of a Sydney address: Abbr.

SELECTED READING ★★

BY N. M. MEYER

In each row of the grid below, choose one letter from each square to find the 7-letter name of an animal reading from left to right. Then, in each column, choose one of the remaining letters from each box to form a 5-letter animal name reading down. The remaining letters (one per box) will spell a quotation from *Poor Richard's Almanac* reading from left to right and top to bottom.

ANSWERS, PAGE 43

ACROSS

1. _____
2. _____
3. _____
4. _____
5. _____

DOWN

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____

	1	2	3	4	5	6	7
1	H K T	A I O	M N O	G M S	L S T	A E P	N R S
2	D I R	A B K	C E T	A C O	L O R	A O S	K N O
3	F G M	A T U	E S T	K N U	A R W	A N O	R T U
4	C E R	A P Y	E R T	H I S	B E M	D I O	N R U
5	K P R	A E I	E N R	E P T	A E H	A E R	K R S

ACERTIJOS ARGENTINOS ★☆

FROM *EL ACERTIJO* MAGAZINE

For several years, some of the best math and logic puzzles we've seen have been in the Argentine puzzle magazine *El Acertijo* ("the riddle"), edited by Jaime Poniachik. Published five times a year, this 20-page magazine is crammed full of clever brainteasers, many of which require no knowledge of Spanish to solve. Each issue also includes a feature article about some aspect of puzzling, a "puzzling" interview with a celebrity such as novelist Jorge Luis Borges, chess news, reviews of puzzle publications, and lots of other treats.

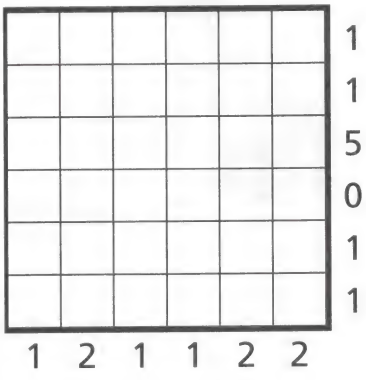
Below are a few of our favorite puzzles from last year's issues, with a bit of advice from the editors of *El Acertijo*: Proceed as if you didn't know the answers are provided for you. ¡Buen provecho!

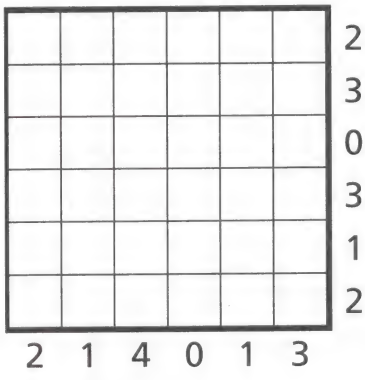
SOLUCIONES, PÁGINA 40

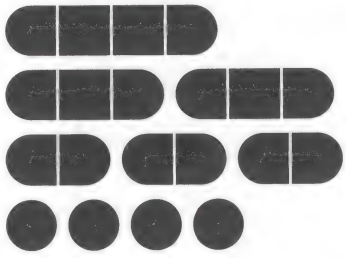
BATTLESHIPS IN TWO OCEANS

By Jaime Poniachik

In this Battleships variation, the usual armada of 10 ships is spread out and hidden on the two grids below (instead of the single larger grid that appears in our usual Battleships puzzles). The numbers indicate how many squares in each row and column are occupied by ships. The ships (oriented horizontally or vertically) can be in squares next to the grids' borders, but no two ships can be in adjacent squares, not even diagonally. Can you locate all the ships?



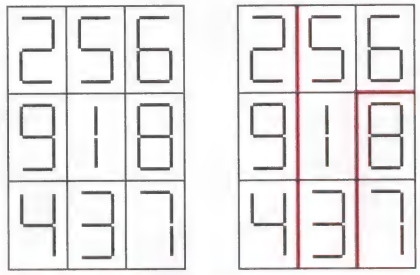




MAGIC CUTS

By Marek Penszko

Cut the tablet in three pieces along the lines to get equal totals on each piece. One cut is shown at right. Can you find another, and possibly even a third?



CIRCUS DEBTS

By Oscar Lagioia

The clown speaks to the magician:

"I lent some money to five people here and still haven't been paid back. You're one of them; the other four owe me 12 pesos altogether, but I don't remember how much each person owes me separately."

"Whole pesos, no centavos?"

"Yes. I do remember that the four other debts multiplied together equal your debt. Do you remember how much you owe me?"

"Yes. But I still haven't figured out how much each of the other four owe you."

"Wait! The lion tamer is the one who owes the least."

"That'll do it! Now I know the amount of each debt."

If you were the magician, could you sort out the amounts?

GRANDFATHER

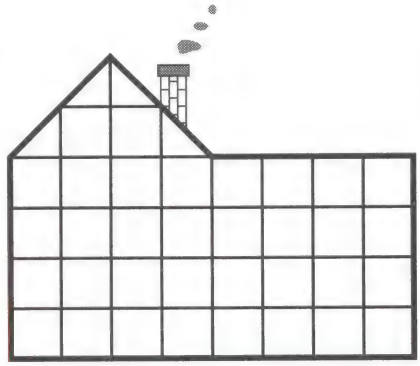
By Pablo Milrud

"1996 is a very remarkable year," said my grandfather last year, "because my age now equals the product of the four digits of my birth year. And the same goes for my daughter!" Find the two ages.

TRISECTED HOUSE

By Alvaro Volando

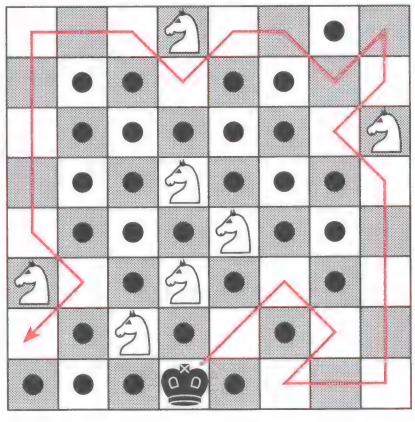
Cut the house—don't pay attention to the chimney—into three pieces of equal shape and area (which may include pieces that are mirror images of one another). Your cutting lines do not have to follow the plotted lines.



EL CAMINO REAL

By Marcelo Iglesias

Place knights anywhere on a chessboard to determine a unique route for the king that is on the square shown. The route must visit all the empty squares that are not threatened by a knight. In the scenario below, for example, in which squares attacked by a knight are indicated with a dot, the seven knights are determining a unique route of 27 squares for the king to travel. Can you make a longer route? (You're free to use as many knights as you wish).

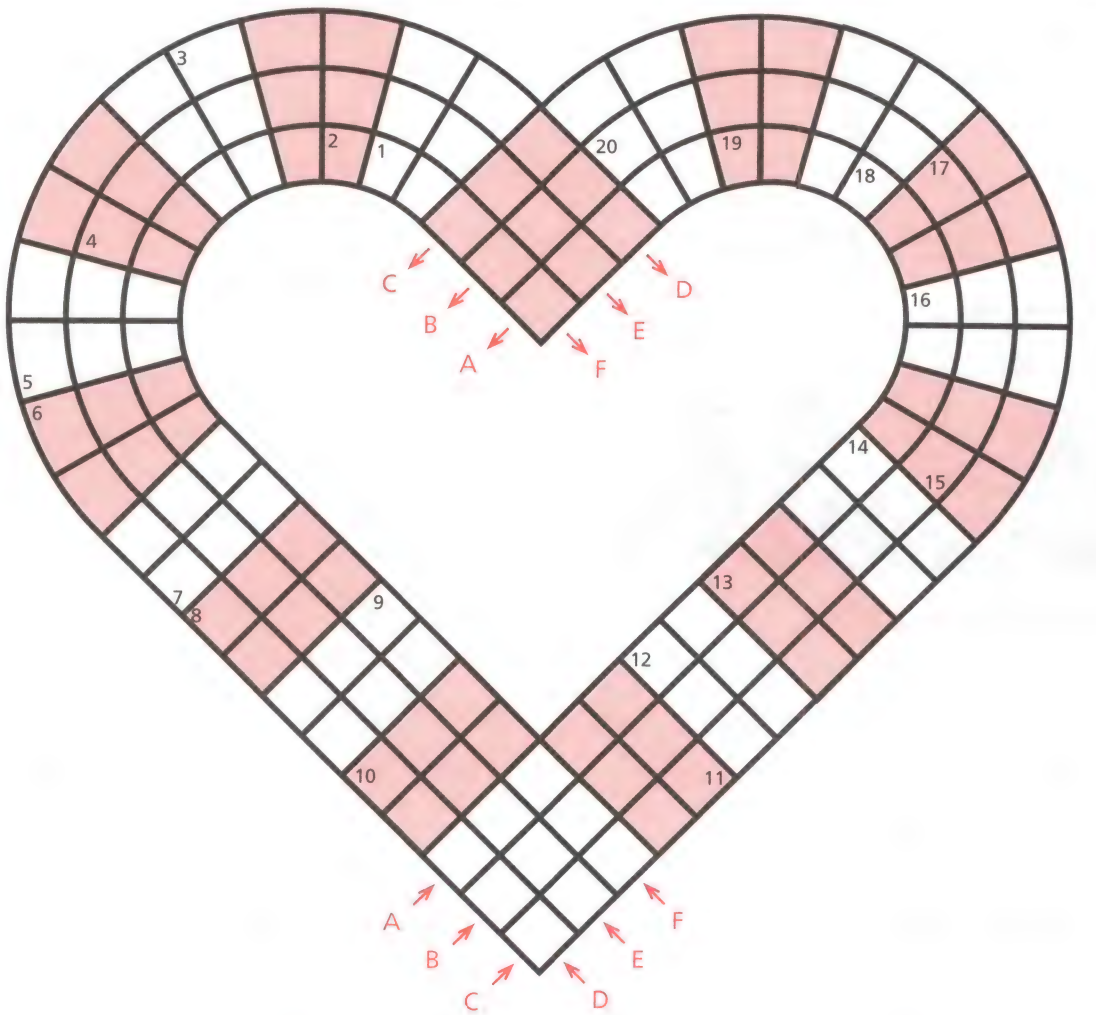


VALENTINE MESSAGE ★★

BY RAYMOND YOUNG

In honor of Valentine's day, we're glad to bring you this puzzle created especially for lovers of hearty challenges. The "Contour" clue answers (A to F) begin at the bottom of the heart, run up each side of the heart's contour in the direction indicated by the arrows, and meet at the top. The answers to the "Block" clues (1 to 20) are all seven-letter words or phrases, but before you enter them into the blocks (the pink and white shaded areas), you must delete one letter somewhere within the answer. Enter the Block answers either clockwise (+) or counterclockwise (–) as indicated in the clue. When you're finished, the missing letters from the Block clues, read in order, will spell out a message.

ANSWER, PAGE 40



CONTOURS

A
- **a** Cherubic weapon: 2 wds.
- **b** Lowfat alternatives to ice cream
- **c** Aries symbol
- **d** Musical sounds

B
- **a** Lets up
- **b** Lazy one: Hyph.
- **c** Stephen King novel and miniseries, with "The"
- **d** ___ by one's own petard

C
- **a** Nomadic Scandinavian
- **b** Tim of *WKRP in Cincinnati*
- **c** Fourth largest Great Lake
- **d** Grow incisors
- **e** Courted
- **f** Mongrel

D
- **a** Doily material
- **b** Heads of France?
- **c** Saint Paul's Cathedral architect
- **d** Russian rulership
- **e** Vitamin B_3

E
- **a** Take advantage of, as a privilege
- **b** Like molten metal: Hyph.
- **c** Gel in a petri dish
- **d** Needlenose tool
- **e** Make smile

F
- **a** The *Times* and the *Herald*
- **b** Scope alternative
- **c** Setting right of wrongs
- **d** Bits of food

BLOCKS

1 Its capital is Mogadishu (–)
2 Pulpit speeches (+)
3 ___ it (went too far) (+)
4 Diver for oysters, perhaps (+)
5 Ships of fuels (–)
6 Coming closer to (–)
7 Penned a postcard for: 2 wds. (+)
8 Like Björn Borg or Greta Garbo (–)
9 Flatt and Maddox (–)
10 Canonized French nun (+)
11 Dangerous undertow (+)
12 Pecan ___ (Keebler cookies) (+)
13 American elk: 2 wds. (–)
14 Fretful (–)
15 Combination punches: Hyph. (–)
16 Curse remover? (+)
17 F-117 bomber's quality (–)
18 Picard portrayer Patrick (–)
19 Boy's coming of age (–)
20 Eased the pain (–)

DSZQUPHSBNT! ★☆

BY BOB LYNCH

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—which have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next; the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it. ANSWERS, PAGE 42

1. CRYPTOON

SXKH KH MJQN U SBHS. KT SXBWB PBWB U WBUQ BCBWZBJAN, K PMGQE DB XKEKJZ KJ CN DUHBCBJS KJHSBUE MT CUFKJZ SXKH UJJMGJABCBJS.

2. PROFESSIONAL JEALOUSY

UF UR RJZBKUEP FJ FOUEN FOVF GOBE *AJXVKF GVR AT VPB, OB OVI VSKBVIT ZBBE IBVI DJK V TBVK.

— *FJA *SBOKBK

3. LOVE CONQUERS ALL

LOYMC EZM AOSSI QSDH BCMMYZA LEZMD, LJH FCQM IEOOYEAC EZNBEN, BFYRF BED E LYA DJRRCDD. HFC ISOEQ: HBS OYZAD MSZ'H IETC E OYHC.

4. JUST IN CASE

ONHITCD JZY RCLH YR BRBNIZM TC *TMHIZCO XEZX TCCY FHBX BTYXRIY RC EZCO WRM XERYH JER EZO WRMDRXXHC XEHTM RJC.

5. MODERN CLASSIC

*HOOW *BNCOFYCP, YHHVTPZ ECS CRRTGH EJCGVEQYBHL, MTLHGBY BNLTJJ-W-OTPQBH YHIQHJ BC FHLTCM RTJO: *YHPYQLLCQPM WPM *YHPYTETJTBK.

6. PATENTLY OBVIOUS

DXXDISKVX VIGDISJK XKDWSDR XJBBWORVZBD XWKAZJWKA XWK SJ TWXVBVSWSD DRXWOD TKJH SKWTTVX MWHR.

7. DREAM COME TRUE

AVMDR VSZPL ZHNXF ZDMST HDMFW, OZPTL TZQZD INPAS, OVMAV PNXFL STSEU, LZQSL ONPDR. FPNNJ ISFSL HPZQS UNXFV XTFMD ZDZPE ADNAC PMTYL.

TIPS AND CLUES

Cipher 1: Ciphertext PBWB represents the word WERE. This being the case, what common English word is SXBWB likely to be?

Cipher 2: Compare ciphertext FJ and *FJA. Try TO and TOM.

Cipher 3: An apostrophe usually signifies a contraction; try substituting N'T for ciphertext Z'H. That makes EZM likely to be AND.

Cipher 4: The letter pattern XEZX almost always represents THAT.

Cipher 5: Ciphertext W, appearing by itself in a hyphenated word, represents A. Therefore, *HOOW, probably a proper name, must begin with a vowel. The only common names that fit such a pattern begin with E.

Cipher 6: Long sentences generally contain a prepositional phrase somewhere. Try substituting TO for ciphertext SJ.

Cipher 7: The vowels A, E, I, O, and U are represented by M, X, Z, S, and N in some order.

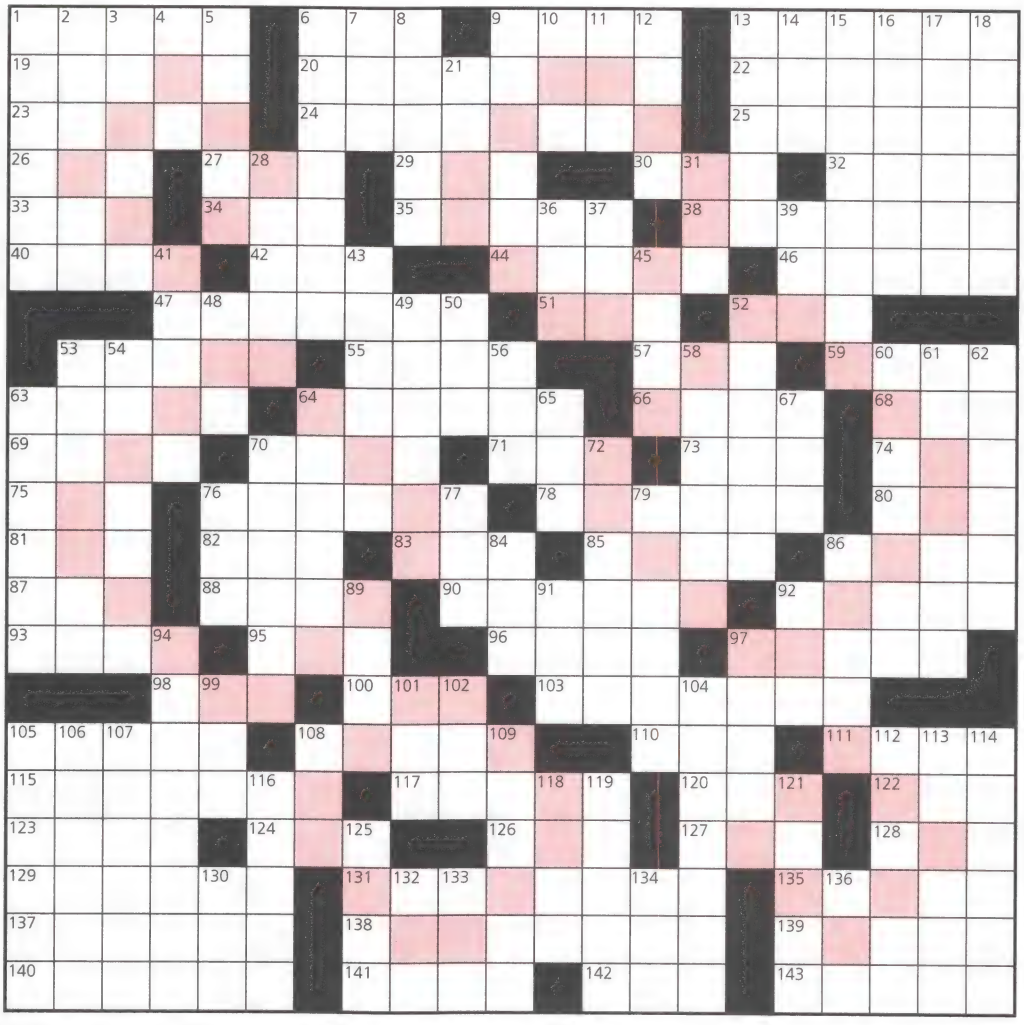
KEITH BENDIS

GOING IN CIRCLES ★★★

BY FRANK LONGO

When this puzzle is completed, each of the shaded circles will contain a "well-rounded" theme entry.

ANSWER, PAGE 41



ACROSS

1 Longtime Sierra Club director Adams
6 Flab-to-fab facility
9 Tableland
13 Most ignoble
19 "Walk Like a Man" singer
20 Ford fans' favorites
22 More nonsensical
23 Place for *savants*
24 Folks not in foxholes?
25 Soprano Melba
26 Sigma preceder
27 The best medicine: Abbr.
29 Tolkien creature
30 Dress (up)
32 Jazz flutist Herbie
33 "Do" fondue
34 Beech family tree
35 Periwinkle, for one
38 Espied
40 Exxon's ex-name
42 Plump up an acct.
44 Adult insect
46 Humdingers
47 ___ Hess (Fortune 500 oil company)
51 Tire inits.
52 The night before Christmas
53 *Nuit*'s opposite
55 Sported
57 Monk's title
59 Dinghy movers
63 Where speech was an impediment
64 Cleavage revealers
66 Cute name for a keister
68 Milk, in prescriptions
69 Screws up
70 Ginnie and Fannie in a portfolio
71 Singapore sling ingredient
73 "Ciao!"
74 "___ Got a Feeling"
75 Tuskegee U.'s locale
76 Napery
78 Some Celicas
80 German article
81 Jane's man in Atlanta
82 Pasta "suffix"
83 Collation libation
85 *Janvier* or *juin*
86 Henry VIII's IVth
87 Glass or opal ender
88 "Another One Bites the ___" (Queen hit)
90 King Hussein's tongue
92 Double curves
93 *ET* alum John
95 *Honor ___ Father*
96 Falstaffian quaffs
97 Bamboo units
98 Be in the hole
100 Paronomastic crack
103 Distribute proportionately
105 Tell's target
108 Filleted
110 Bird's beak
111 Play at boxing
115 Quisling
117 Swelling
120 Soviet fighter jet
122 *The Black Orchid* actress Balin
123 Jack of *Hawaii Five-0*
124 John, to Ringo
126 Greenspan's board, for short
127 ___ roll (lucky)
128 Mormon Church inits.
129 Turkey's capital
131 More knotty, as tree trunks
135 Canals, to an anatomist
137 Extend a vacation
138 Dervishes in action
139 One of the archangels
140 Pitched
141 Yucky-tasting
142 Match a poker bet
143 Intuit

DOWN

1 Loath
2 Taco Bell snack
3 Ketches' cousins
4 Wing
5 Disinform
6 Slangy dollar
7 Stock option type
8 "We all fall down" lead-in
9 Rum cocktail
10 Nantucket has two
11 Cpl.'s boss
12 Man Fri.
13 Song dog's name-o
14 Pierre's donkey
15 *Rebel Without a Cause* actor
16 Intertwine
17 Net-dropper
18 Market watchers' concerns
21 Al Gore's home st.
28 Filled to the gills
31 Lennon's love
36 Cute troublemaker
37 Vegas opener
39 "Mazel ___!"
41 *Childwold* author
43 Plains Indian
45 Bequest
48 .001 inch
49 *Alice ___ Live Here Anymore*
50 Part of a pie perimeter
52 ___ pie
53 She played Lola-Lola in *The Blue Angel*
54 Scrapes off
56 Ticker tape?: Abbr.
58 Manuscript heading in red
60 Title-transfer recipient
61 Gorges
62 Spectacles
63 Jackson hit
64 Evanesce
65 Ann, to Abby
67 "___ So Fine"
70 Wee
72 Dentist, at times
76 Peeper protector
77 Red or Dead
79 Nicotine, for one
84 Ex-coach Parseghian
86 She played Tabitha's grandmom
89 Data-entry blooper
91 Jungfrau, for one
92 Meal starter?
94 Purim and Tet
97 Belowdecks digs
99 Soggy
101 Half of *deux*
102 Marge and Homer's neighbor
104 Contrition
105 "Finally!"
106 ASAP
107 Alpinists' outerwear
108 Bart, to Maggie
109 Cover, as expenses
112 Carpool mom's command
113 Guitarist Segovia
114 Horse around on the rug
116 He played Chan
118 Liquefy
119 Sonora sayonara
121 Caesar's first name
125 Today, in Turin
130 Lobster coral
132 Location of ZIP cde. 10001
133 Whitewater trial st.
134 Before, before
136 Three, in Torino

We've received more than 77,000 Cartoon Rebuses entries over the years, making them one of our most popular contests. Try your hand at this latest batch.

How to Solve The answer to each rebus is a name that's found by combining any or all of the following elements from the cartoon:

- Words or synonyms of words spoken by the characters or found anywhere in the picture.
- Names of prominent objects in the picture.
- Isolated letters in the picture.
- Words implied by the cartoon's action or scene.

These elements are combined phonetically to form the name fitting the category and the number of letters given as clues above the cartoon.

Example: The answer to the example cartoon above right is *Vanity Fair*. It's found by combining VAN, pictured in the background, the word IT spoken by the cabbie, the letter E on the van, and the word FARE, suggested by the scene. Put them together phonetically and you get VAN-IT-E-FARE.

How to Enter On a postcard or the back of an envelope, send us the answers to as many of these 14 rebuses as you can. Please list the components of each solution (as in VAN-IT-E-FARE) alongside each answer. You may enter as many times as you wish, but each entry must be mailed separately.

Winning The winner will be the reader who correctly solves the most rebuses. Ties will be broken by random draw.

Mail entries to: Cartoon Rebuses, Games Magazine, P.O. Box 184, Fort Washington, PA 19034. Entries must be received by March 3, 1997.

Ex. Magazine: 6,4

1. Island: 3,5

5. Sport: 11

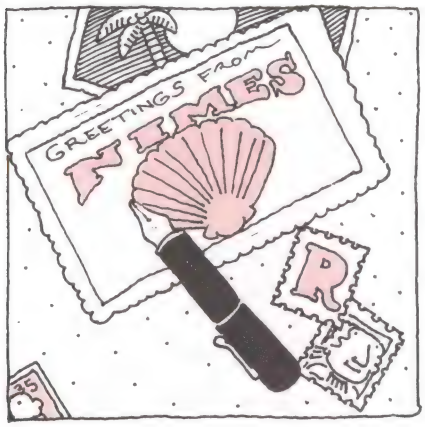
6. Actor: 6,7

10. Fictional Character: 5,5

11. Broadway Play: 6,5

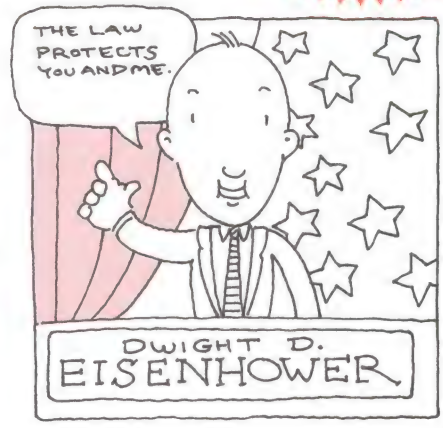
Grand Prize
$500
10 Runner-Up
Prizes
A GAMES
Tshirt

2. Director: 5,8



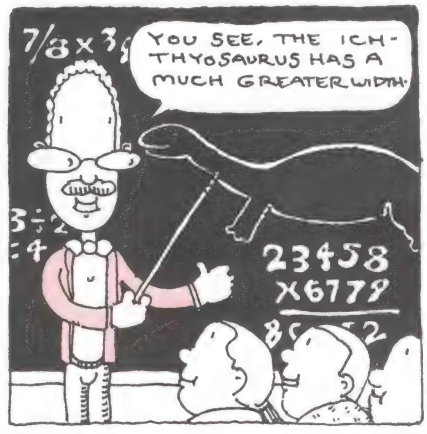
3. Bird: 8,5

4. Book: 1,8



7. TV Character: 5,11

8. Actor: 7,9



9. World Leader: 6,6

12. Musician: 4,9

13. Sports Team: 7,7

14. TV Program: 2,7

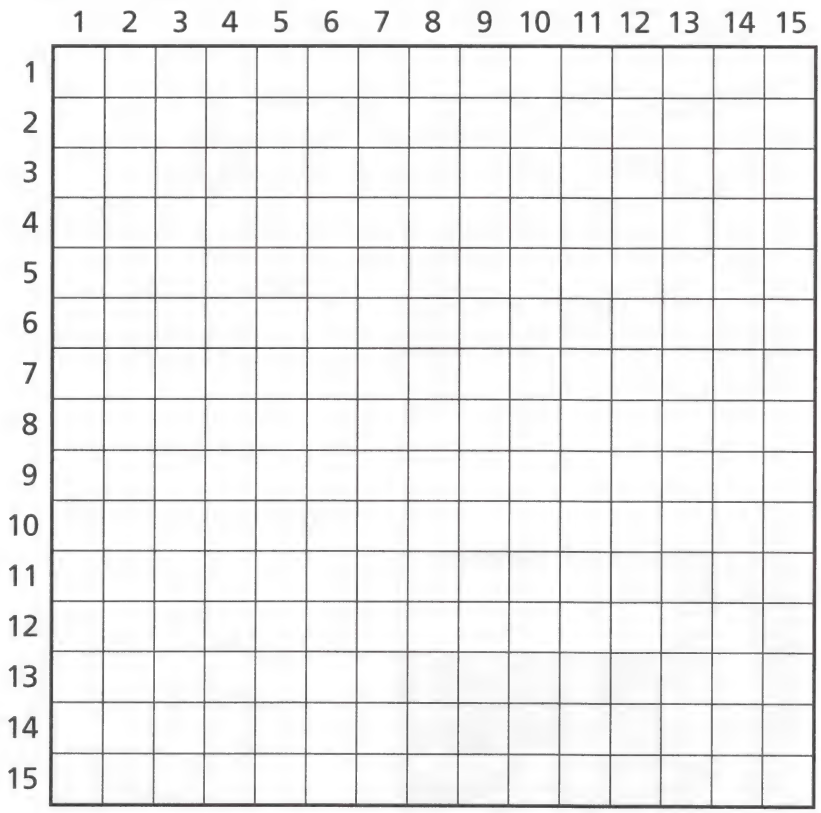
MIRROR, MIRROR ★★

BY FRANCIS HEANEY

What may appear to be a simple puzzle grid below is actually a magic mirror, and some of the letters in the puzzle have been reflected in it. When a letter has been reflected, it reads as one letter in an across word, and as its mirror reflection in the alphabet (A for Z, B for Y, and so on) in a down word. Determining which squares contain the doubles is up to you.

Each row and column contains one to four answers, clued in order of entry into the grid, and each row and column contains at least one reflected letter. When you've completed the puzzle, if you'd like to gaze into the mirror, simply shade in all the reflected letters.

ANSWER, PAGE 42



Letters and Their Reflections

A ⟷ Z
B ⟷ Y
C ⟷ X
D ⟷ W
E ⟷ V
F ⟷ U
G ⟷ T
H ⟷ S
I ⟷ R
J ⟷ Q
K ⟷ P
L ⟷ O
M ⟷ N

ACROSS

1 "Mirror, mirror on the wall" story: 2 wds.
Birthplace of the lambada
2 Gazing untowardly toward
Roseanne and Meryl's 1989 comedy: Hyph.
3 One of a kind
Back-to-school mo.
Yiddish "jeez!": 2 wds.
4 Deep-fried veggies in batter
Weeks per annum?
My Cousin ___ (Pesci film)
5 Shipment to Soissons
It's smaller than a 747: Hyph.
Effervesced
6 Not well done?
Actor Jannings
Temperaments
7 *The Master Builder* dramatist
Mystery-writing award
Old-womanish
8 Got some shuteye
"___ my Eggo!"
Get down pat
9 Ritzy Toyota model
State of foggy confusion
Applied a glaze to
10 Skilled
Zesty-tasting
How to address a soldier?
11 Tableland
Rhode Island's state tree: 2 wds.
Postal creed conjunction
12 Endure
Dory accessory
No-shows, in the teacher's book
13 Christopher Darden's colleague
Essen's river
Salt additive
14 Latin "over again": 2 wds.
Mother of Hermes by Zeus
Con artist's card game
15 Laurel and Getz
Glimmered
Ancient Greek city near Corinth

DOWN

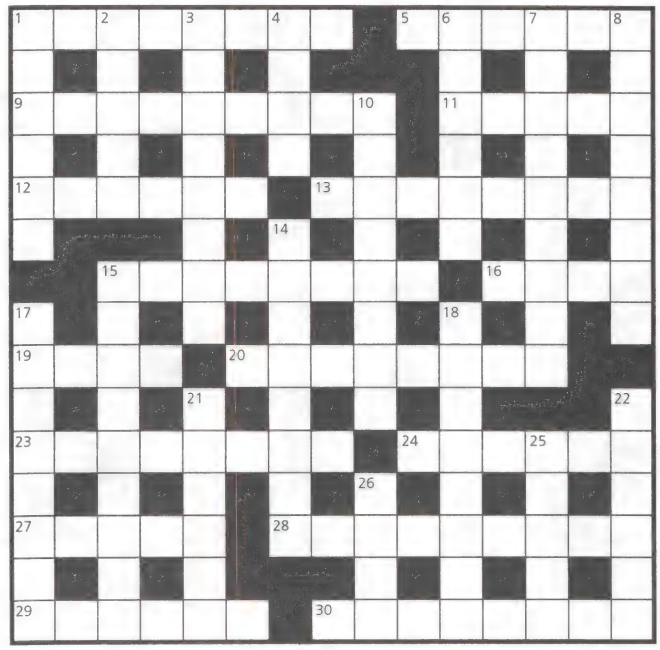
1 David of the Supreme Court
Farrakhan's religion
Watch readouts: Abbr.
2 Draft board registrants
Made possible
Manservant
3 *Camelot* lyricist
Ascertains gender
Mandlikova of tennis
4 Nickname for an '80s Sixers star: 2 wds.
Twittering Machine artist
Process of becoming cocooned
5 '70s sitcom starring Gary Coleman: 2 wds.
6 Dummy Mortimer
Pinochle play
Black ___ (Liz Taylor's perfume)
7 "Live from New York" follower
Low-pH substance
Tympanic membranes
8 *The Waste Land* poet: 3 wds.
Edifice in Agra or Atlantic City: 2 wds.
9 The business of spying
Detergent with borax
Lip
10 Bigfoot's Himalayan cousin
Gambling game
Turn turtle
11 Layabout
Claw
Hotelier Helmsley
12 Slangy referee
Like leftovers
Wizard of ___ ('80s video game)
13 Latin name for a rosary prayer: 2 wds
Sunbather's shade
Letters under a deer, on a sign
14 Nothing, in Nantes
That's a moray
Agent, for short
Slow, musically
15 She played Nora Charles
Gridiron measures: Abbr.
Candidates backed by incumbents

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 42

PUZZLE 1 BY GEORGENA SIL



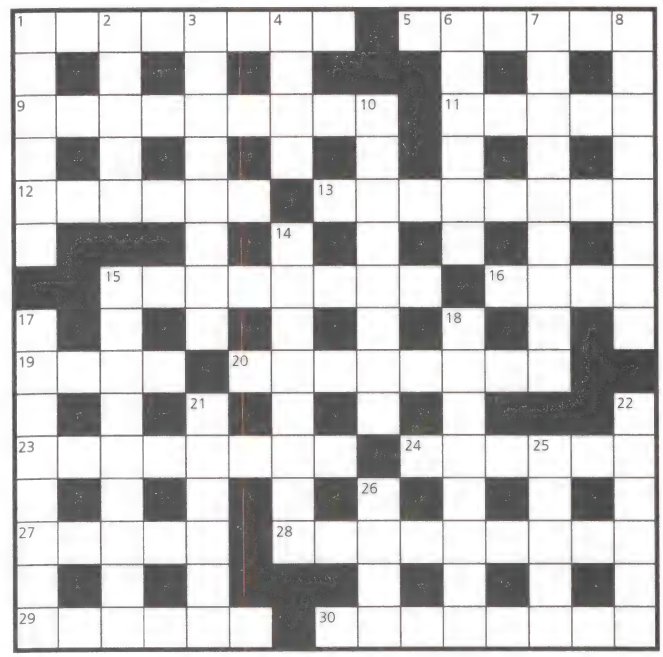
ACROSS

1 Hunger passing in a minute (8)
5 Cultivatin' dried fruit? (6)
9 Turn assets into cash from crazy quilt idea (9)
11 Humorist I want corrected (5)
12 Show blasphemer generalized, in part (6)
13 Black comedy almost repulsed politician (8)
15 Blow up British school, landing in court (8)
16 Hurt fighter pilot holds front of head (4)
19 Homer's boss loses second-rate vases (4)
20 Palms Tucson Co. off (8)
23 Studied for year in New Zealand (8)
24 Boorish South American cowboy dropping back east (6)
27 "Nothing meshes," reflected a secretary (5)
28 Pack medical show *Indiana General* with doctoring (9)
29 California is backing vote against gambling house (6)
30 Wearing it, I took a course from institute (8)

DOWN

1 Bunk below Mr. Bundy's friends (6)
2 Voiced maximum resentment (5)
3 Closely follow Gail wandering inside London gallery (8)
4 Capture role when it comes up (4)
6 Creator of gold thunder god (6)
7 Mr. Hudson's under illusion these bring good luck (9)
8 Einstein improvised for a decade (8)
10 Reagan supports vote in elementary matter? (8)
14 Spotless tavern needs no small amount of money (8)
15 Gus earned bucks for blue jeans (9)
17 O.J. Simpson almost detains Republican fool for a long period of time (8)
18 Shoot a nuisance in Hungarian city (8)
21 Not coy about rich person (6)
22 Bird of prey trails black dog (6)
25 Talk over a serving of tea? (5)
26 The last word in macrame novelties (4)

PUZZLE 2 BY ROSEMARY SCALA



ACROSS

1 Eases situations with infusion of a bit of tact (8)
5 Helps oneself to hostess's last towels (6)
9 Was first one embraced by tart embarrassed? (9)
11 Virginia takes in one street scene (5)
12 All the nuts—poisonous (6)
13 Floored with ring, Vera got married (8)
15 Wins reversal of error, retaining claim (8)
16 Press on, chasing a pair of Irishmen (4)
19 Keep going after everybody else (4)
20 Emphasized returning for final courses (8)
23 Mere lads tossed stones (8)
24 Island paradise with no molten rock to the west (6)
27 Lieutenant keeping head of staff out of the way (5)
28 Get even with withdrawn diner holding back (9)
29 Fish, lacking leader, going astray (6)
30 Tale that's puzzling two Hindu converts (8)

DOWN

1 Dogs surrounding the Italian students (6)
2 Appeal of traditional housing high (5)
3 Medians fit into avenues (8)
4 Win cup in speech (4)
6 Swings oral agreements to relinquish rights (6)
7 Means of identification for father's weapons (9)
8 Smart, accommodating, and upright (8)
10 Wicked foul caught by attractive person (8)
14 Schedule clear and organized (8)
15 Report is prepared, keeping nothing back (9)
17 Reject a falsehood North accepted (8)
18 Burial place was first covered with stones (8)
21 Surrendered Georgia vessel (4,2)
22 Throw us a net in distress (6)
25 Discover Shakespearean king with knight (5)
26 Chitchat may conceal desire (4)

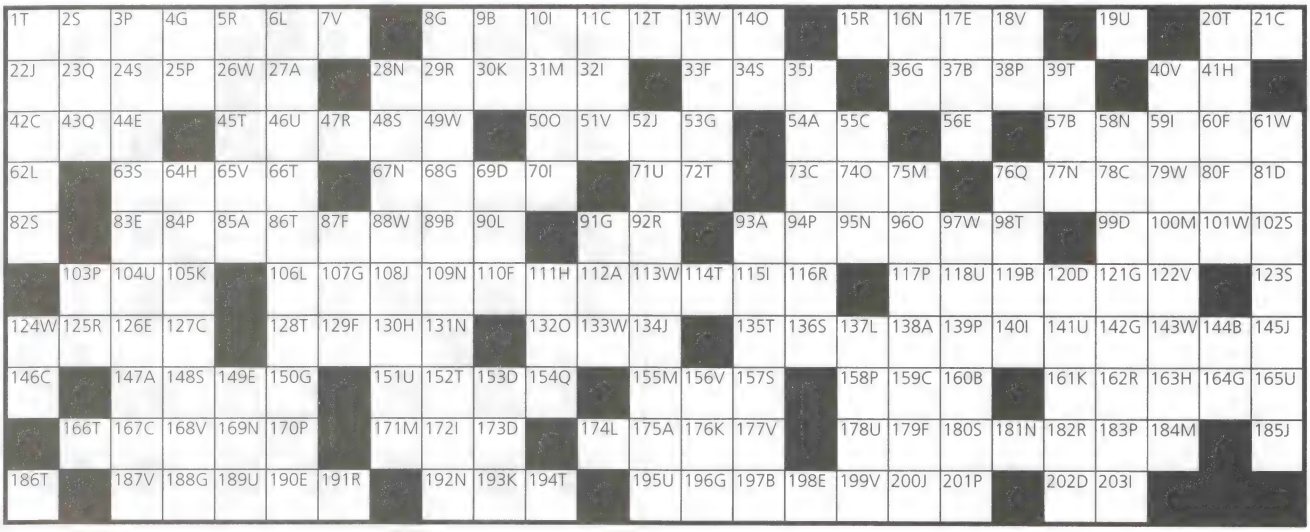
For tips on solving cryptic crosswords, send a stamped return envelope to "Cryptic Solving Guide," GAMES, P.O. Box 184, Fort Washington, PA 19034.

DOUBLE CROSS ★★★

BY ANNE BROWN

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 42



A. He wrote: "Stone walls do not a prison make/Nor iron bars a cage..." — 85 54 175 27 147 138 93 112

B. Science for which fruit flies are useful — 160 37 9 89 119 144 57 197

C. With "The," film in which the real Chuck Yeager plays a bartender: 2 wds. — 78 159 146 11 42 127 73 21 55 167

D. Relative of the emu — 153 69 173 81 202 99 120

E. Poem that reads "All I ask is a tall ship and a star to steer her by": Hyph. — 190 17 56 83 44 149 198 126

F. Said "there, there" to — 60 80 87 33 129 179 110

G. Dennis Rodman's autobiography: 5 wds. — 196 8 36 107 142 121 4 68 53 164 188 91 150

H. Inhalant anesthetic of old — 163 41 64 130 111

I. Glance — 32 59 10 172 140 70 115 203

J. Grammar case used to express possession — 52 35 145 22 185 108 200 134

K. Wrapped up — 176 193 30 161 105

L. Endower of Bill Clinton's Oxford scholarship — 6 106 137 90 174 62

M. Honcho of a state educational system — 100 31 184 75 171 155

N. He hit his 500th homer during the '96 season: 2 wds. — 169 67 181 77 16 95 28 58 109 192 131

O. What Pompeii was buried under — 132 14 74 96 50

P. Author of the Kate Shugak mysteries set in Alaska: 2 wds. — 139 25 183 103 38 3 94 158 201 170 84 117

Q. Lewis Carroll's forte, for short — 154 76 23 43

R. In 1898, this was a major route to the Klondike gold fields: 2 wds. — 92 125 15 5 29 47 182 162 191 116

S. Breed of hogs that originated in Pennsylvania: 2 wds. — 24 123 2 48 63 157 136 102 34 148 82 180

T. With "The," R.L. Stevenson poem that reads "Now, with my little gun, I crawl/All in the dark along the wall.": 3 wds. — 86 98 1 194 12 45 20 128 72 152 66 135 166 186 39 114

U. Puppy love — 46 104 151 19 71 189 141 165 118 195 178

V. Cartoon character in Owens-Corning insulation ads: 2 wds. — 18 51 177 7 187 40 122 168 156 65 199

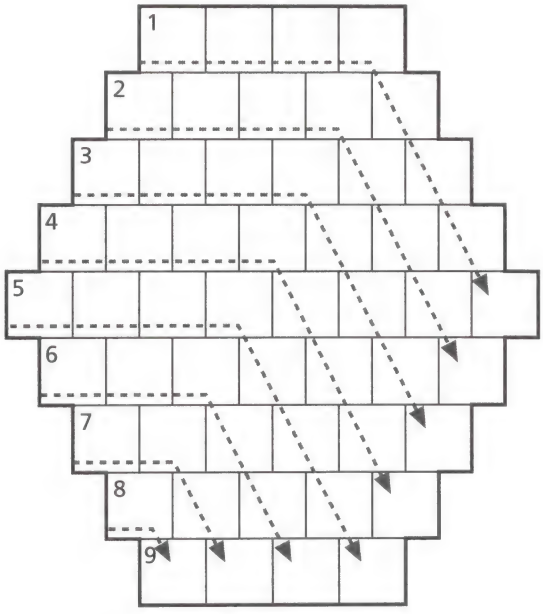
W. With "The," Richard Ford's novel about Frank Bascombe — 113 79 124 13 49 26 88 97 61 143 101 133

FOLLOW THE ARROWS ★★

BY RAYMOND HAMEL

Answers to the Across column should be entered across the grid, one letter per square staring at the corresponding number. Answers to the "Follow the Arrows" clues start across but bend diagonally down to follow the dashed arrows.

ANSWER, PAGE 41



ACROSS

1 Make ale
2 Word on a pair of 501's
3 Magnitude
4 Kind of psychology
5 Carriage
6 Actress Kathleen of *Apollo 13*
7 Seasonal stocking site
8 Astronaut Shannon
9 "Not guilty," e.g.

FOLLOW THE ARROWS

1 *Punky* ___
2 *Sleepers* director
3 Coming from the outside
4 Like the murderer, at the end of a mystery novel
5 Madness
6 Fruit used in preserves
7 Heavy hammer
8 CD predecessor

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY HARVEY ESTES

Noncontact Sports

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

HARD CLUES ★★★

ACROSS

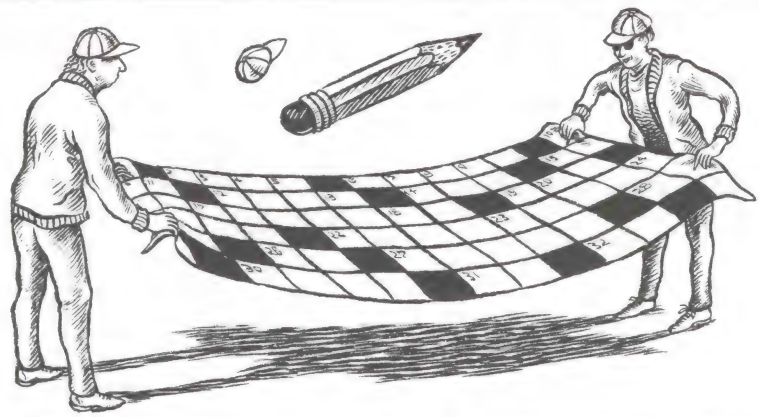
1 It was #1 when "Groovin'" was #2
8 Psychoanalyst Fromm
13 Unlike death and taxes
22 Adjunct to a VIP's office, perhaps
24 Accouter
25 Yak
26 Commandment no-no
27 Part of DH
28 Going down, as a fever
29 "Get lost!," with 159-Across
32 Way out East
33 First name of Popeye's adopted son
34 Where Marion Crane was murdered
35 Men who mug too much
36 XXX × LXX
38 Smidgen
41 Vane reading
42 Made a ring fit
45 Jezebel's husband
49 Nutty fruitcake center
52 Misguided missile?
54 NFL scores
56 *The Beggar's Opera* author
57 Popular deli beverage
62 Mythical Hill
63 Pivot
65 Resting upon
67 Type of impatiens
68 First part of a Volcano Island
69 Norma Desmond, e.g.
72 Just barely
73 Sign of a full house
74 Drive the getaway car
76 Einstein, in *I.Q.*
77 Equivocates, informally
78 One who's killed to dress
79 Region along the Nile
81 Have no truck with
82 Preserves
83 Economic stat
86 Common carrier letters
87 Lasting impressions?
88 College and Blow
89 Long-jawed swimmers
90 Surname in *Ulysses*
92 "Paws off!"
99 "I Can ___" (*Fantasticks* song)
100 Not well?
101 Be an engrossed reader
102 Rubberneck
104 Hair goop
107 Woods of *China Beach*
108 He wrote Eliza's tunes
110 Hound sounds
111 Mr. Rommel
112 Snake-eye site
113 Continental Congress delegate Deane
114 Goatskin leather
117 "The Spirit ___ Louis"
118 Trig.'s kin
119 What cyanide smells like
122 Result of a crustacean molting
124 Part of a *Mikado* costume
125 Almost-successes
127 Salon creation
128 Hoo-ha
129 Tape deck abbr.
130 Behold
131 Worthless coin
132 It's mined off one's lode
135 Part of RSVP
136 Letter on a Tigers uniform
137 Organ stop, maybe
138 Utilize
140 Polo Grounds surname
142 Commercial baker?
144 Mustangs' sch.
147 Crowbar hotel
149 Latticework bowers
152 Speedy steed
156 "I see" sounds
159 See 29-Across
165 Like phyllo pastry
167 White-key key
168 Chord gap
169 Freight hopper, for one
170 Fully clothed
171 Most camel-hued
172 Cockamamie
173 Sound asleep?
174 Moles and voles

DOWN

1 Sudden sorties
2 Bequest
3 Medusa, upon reflection?
4 Showered with abuse
5 Of a time

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK UNTIL YOU READ PAGE 37!



EASY CLUES ★

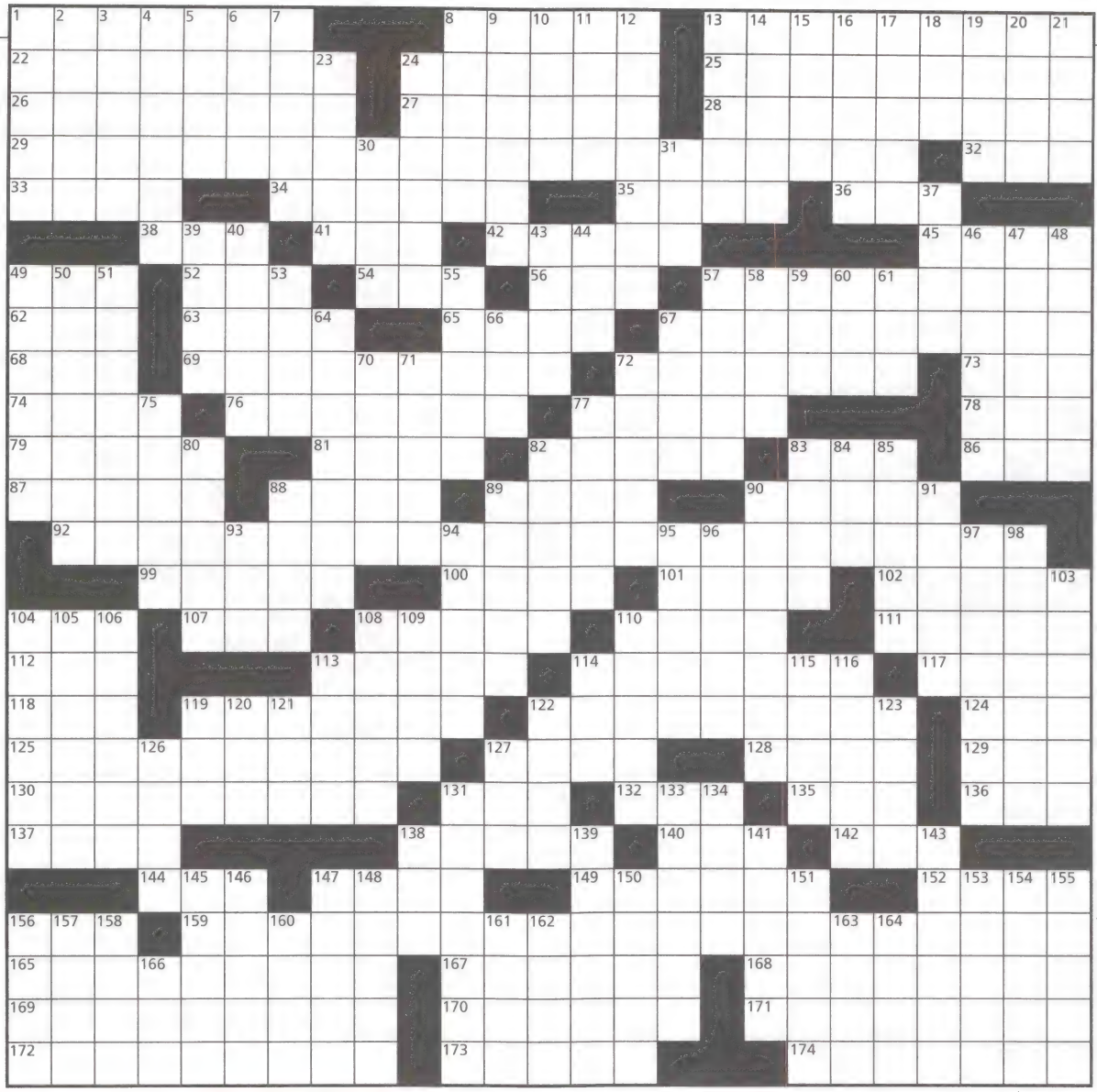
ACROSS

1 Hold in high regard
8 *Love Story* author Segal
13 Like something you can get out of doing
22 Waiting chamber
24 Provide duds for
25 Talk too much: 3 wds.
26 Worshiping of images
27 One in the batter's box
28 Sending a check as payment
29 Nasty version of "get lost," with 159-Across: 6 wds.
32 Truth, in China
33 ___ Pea ("Popeye" tyke)
34 Where to get Zest-fully clean
35 Corny actors
36 Roman 2,100
38 Apply paint sparingly
41 NNW's opposite
42 King-___ (large)
45 *Moby Dick* captain
49 Nutty ___ fruitcake: 2 wds.
52 Complete failure
54 Gridiron scores: Abbr.
56 *The* ___ *Divorcee*
57 Vanilla-flavored soft drink: 2 wds.
62 Yosemite ___ of cartoons
63 WWII alliance
65 Spin like ___: 2 wds.
67 Plant with easily burst pods: Hyph.
68 ___ Jima, Japan
69 Ginger of *Gilligan's Island*, e.g.: 2 wds.
72 Win ___ (have a narrow victory): 3 wds.
73 No-seats-left sign: Abbr.
74 Help a criminal
76 Walter of *Grumpy Old Men*
77 Kicks a football
78 Farm cackler
79 Desert region of the Sudan (I A BUN anagram)
81 Give the cold shoulder to
82 Restores to health
83 Economist's concern: Abbr.
86 Ship's initials
87 Wound marks
88 Palooka and Bazooka
89 Needlefishes (RAGS anagram)
90 Change from bud to flower
92 Reprimand to a fresh date: 5 wds.
99 "Now you ___, now you don't!": 2 wds.
100 Steak-house specification
101 Skin opening
102 Long look
104 Colgate variety
107 Flossie Bobbsey's big sister
108 Lerner's partner
110 Howls at the moon
111 Old radio-TV actor Stu
112 *To* ___ *For* (Nicole Kidman film)
113 Eliot hero Marner
114 One Hope-Crosby road led here
117 *The Bells* ___ *Mary's*: 2 wds.
118 High-school math course: Abbr.
119 Mars bar features
122 Type of easily eaten crab
124 ___-Wan Kenobi
125 Close calls: 2 wds.
127 Hairdo
128 Fuss: Hyph.
129 Family ___ room
130 Look at: 3 wds.
131 Old French coin (USO anagram)
132 Mine find
135 ___ *vous plaît*
136 Actor Billy ___ Williams
137 Item often near a keyhole
138 ___ oneself (concentrate)
140 Giants great Mel
142 North Pole toyshop toiler
144 Dallas campus: Abbr.
147 Direction on a cake mix box
149 Shaded walkways
152 Man from Mecca
156 Sounds from the slightly startled
159 See 29-Across: 6 wds.
165 Apt description of parchment: Hyph.
167 Composer's key: 2 wds.
168 Gap of time
169 Not permanent
170 Respectable
171 Most sandy-colored
172 Having no rhyme or reason
173 Snoozer's zzz's
174 Rats and rabbits, e.g.

DOWN

1 Vice squad tactics
2 Give money to a college
3 *Casino*'s Sharon
4 Threw snowballs at
5 Of a historic period
6 Sheep or dove shelter
7 Legal wrongs
8 Omit a syllable (EEL ID anagram)
9 Spinning parts of a machine
10 "Tell ___ the judge!": 2 wds.
11 Chastity's mom
12 "Chocolate" capital of Pennsylvania
13 Middle name of President Garfield
14 Quayle, Gore, etc.
15 "Tears ___ Pillow": 2 wds.
16 "In hot water," e.g.
17 Statistic
18 Tiny colonist
19 "___ ever so humble...": 2 wds.
20 Turner of *Madame X*
21 Descartes's "therefore"
23 Stories about Zeus and friends
24 Enjoyed some Juicy Fruit
30 Party thrower
31 Cub Scout, e.g.
37 Word in a Perry Mason title
39 Arkin, the younger
40 Chesty
43 Composer Stravinsky
44 Heat in a microwave
46 Tokyo's island
47 Loves to pieces
48 Majorettes' props
49 Burmese and Thai, e.g.
50 It equals ten clams
51 One-celled organisms
53 Aria deliverer
55 The Church Lady's enemy
57 Layers of paint
58 Diamond scores
59 Environmental prefix
60 Cries of delight
61 Mrs., in Metz
64 Watches from the sidelines: 2 wds.
66 Fraternity letter
67 Daly who played Lacey
70 Anesthetic of the past
71 "Quiet!"
72 Murder a balloon
75 Causes fatigue
77 Wallet's home
80 Famed ski resort
82 Key personnel
83 Sticky stuff
84 "...borrower ___ a lender be"
85 Old West vigilantes
88 Become a member
89 Chews away at
90 Beet-based soup
91 The first M in MGM
93 Supportive voice vote
94 Regions
95 Vision-boggling paintings of the '60s: 2 wds.
96 Toys from Duncan: Hyph.
97 *The Longest Day* actor Peter
98 Disk thrown on the beach
103 Lure artfully
104 Polish shipping center (KD SANG anagram)
105 Actress Brennan
106 Smoothly, in music (GO LATE anagram)
108 Tablecloth cloth
109 Pontiac cousin, for short
110 Highly successful, in *Variety*
113 Just fair: Hyph.
114 Me, to Miss Piggy
115 Corporate execs
116 Classic pop tune
119 Actress Irving
120 Pinocchio's nose-lengthener
121 Author's submissions: Abbr.
122 Aretha's musical category
123 Lounge around
126 CSA soldiers
127 *NYPD Blue* character
131 Margarine and jelly, e.g.
133 Director Altman
134 Prince William's school
138 Michael Jordan's nickname
139 Bored one
141 "___, you'll like it": 2 wds.
143 Spenser's *The* ___ *Queen*
145 Inventor Samuel
146 *Wait* ___ *Dark*
147 A goalie's are protected
148 Campsite shelters
150 River through the Alps
151 Submarine's tracking device
153 It said "Nevermore!"
154 Nautical warning cry
155 They're tightened by dieters
156 Chooses
157 Aesop's cocky racer
158 Stretch across
160 "Of ___ I Sing"
161 Response from the congregation
162 Puerto ___
163 Bono's band, long-style: 2 wds.
164 Grant use of
166 One-point Scrabble tiles

R.J. KAUFMAN



ANSWER, PAGE 41

HARD CLUES (CONTINUED)

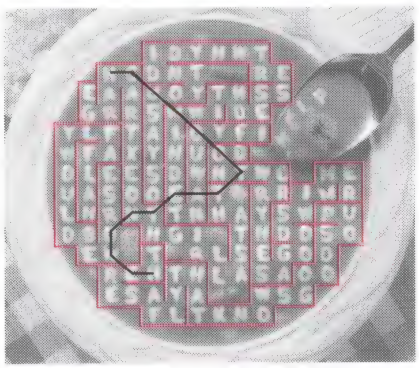
6 France's shoreline
7 "King of ___" (Belli)
8 Omit, in speech
9 Stators' counterparts
10 "Tell ___ Sweene"
11 Equal spokeswoman
12 Kiss producer
13 Russian author Tertz
14 White House "bridesmaids"
15 "Always ___ Mind"
16 Argot
17 Bit of info
18 Southernmost cont.
19 "So ___!"
20 *Risky Business* call girl
21 Descartes's "thus"
23 Edith Hamilton's specialty
24 Prepared to blow a bubble
30 Wordsworthian daffodil quantity
31 Whippersnapper
37 Queen's job
39 Sixth day creation
40 Unlike Kate Moss
43 Victor's helper
44 Last sound some bugs hear
46 Mt. Fuji's locale
47 Digs big-time
48 Relay rods
49 Mao and Gandhi, e.g
50 $10 worth of lettuce?
51 Changeable protozoans
53 Te Kanawa, e.g.
55 *Paradise Lost* character
57 Trenches, e.g.
58 Cricket points
59 Author of *Foucault's Pendulum*
60 Suddenly refreshed sounds
61 M.'s spouse
64 Doesn't participate in
66 Greek cross
67 Ethel's much-later successor in *Gypsy*
70 Chloroform's kin
71 Silencer?
72 Cloud or sun trailer
75 Flags
77 Belmont prize
80 Quaker in a grove
82 Skeleton crew
83 Affix
84 ___ *M* (Christie work)
85 Rapper's friends
88 Connect
89 Eats jerky
90 Catskills menu item
91 Geo model
93 "Verily!"
94 Fields
95 Bridget Riley's creations
96 Dog-walkers' equipment?
97 JFK's brother-in-law
98 Pluto Platter, today
103 Emulate Lorelei
104 Where Walesa worked
105 Opera singer Farrell
106 Smoothly, in music
108 Alb material
109 Part of REO
110 Rave review word
113 No great shakes
114 *Un pronom*
115 Eisner and Gates, e.g.
116 "Diana," for one
119 Author Tan
120 Flunk a polygraph test
121 What eds. edit
122 R&B's kin
123 Goof off
126 Lee's minions, for short
127 Filch
131 Feasts
133 Rules of order man
134 View from Windsor Castle
138 Jordan leader?
139 Monotonous scene
141 Wheedling cook's phrase
143 Middle of a Spenser title
145 Dah-dit guy
146 Up to
147 Tibiae locales
148 They're pitched
150 Wine-growing region
151 *Nautilus* hardware
153 Bird on Odin's shoulder
154 Deck shout
155 Stiff drinks
156 Elects
157 Snowshoe, e.g.
158 About 9"
160 Romeo's pronoun
161 Grace closing
162 "Mother of mercy" man
163 Spy plane, spelled out
164 Give credit
166 Annapolis grad.

PENCILWISE CONTINUES ON PAGE 44

ANSWERS

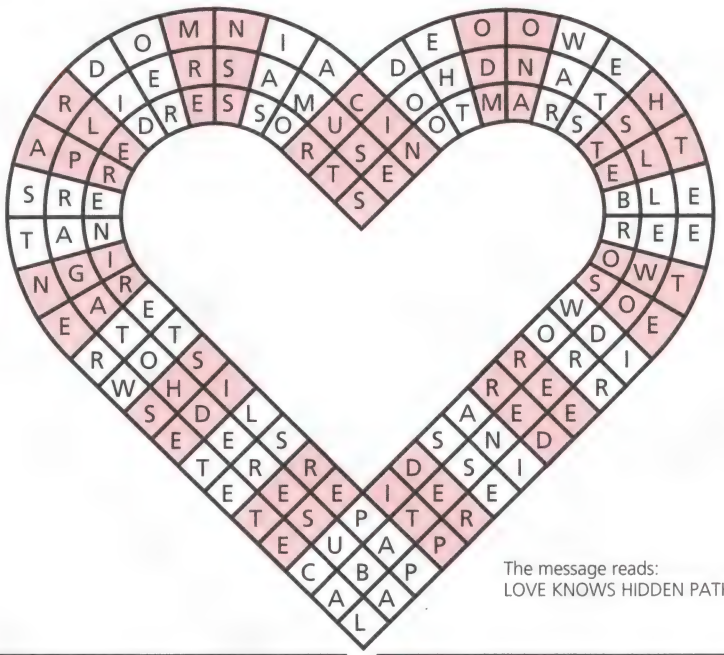
"WAITER, THERE'S A FLY IN MY SOUP!" COVER

The five responses hidden in the soup are: "If you wanted him with dessert, why didn't you say so?"; "That's all right, no extra charge"; "Don't worry, he's a good swimmer"; "There's a fly that knows good soup"; and "Half a fly would be worse." The bonus winding solution reads: "He won't eat too much."



The fly-in-the-soup jokes in this puzzle are well-known. For a truly comprehensive collection, we recommend *Dickson's Joke Treasury*, by Paul Dickson (John Wiley & Sons, Inc. ©1984, 1992), which contains 45 examples and 69 variations on this theme.

29 VALENTINE MESSAGE



The message reads:
LOVE KNOWS HIDDEN PATHS.

23 FAIR AND SQUARE

1. T-square
2. Square dance
3. Madison Square Garden
4. Square yard
5. Squared away
6. "Be there or be square"
7. Square root
8. *Hollywood Squares*
9. *Square Pegs*
10. Square meal
11. Times Square
12. Squared circle
13. Go back to square one
14. Square-riggers

47 ORIGINAL THINKING

The fakes are 7 and 9. *Babble* began as an imitation of sounds infants make, while the history of *bauble* prior to Old French is unknown. *Writhe* is related to *wreathe*, and *rhythm* comes from the same root as *rhyme*.

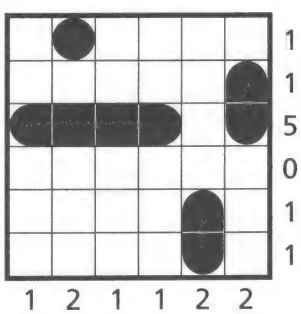
Sources include: *The Oxford Dictionary of English Etymology* (1966), *The Oxford Latin Dictionary* (1982), and *The Oxford English Dictionary* (1st ed., 1971, and 2nd ed., 1989).

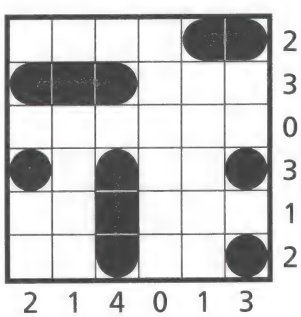
24 MOUSE PARTY

1. *Full House*
2. House arrest
3. A house divided
4. House dressing
5. Bringing down the house
6. Drinks (are) on the house
7. Speaker of the House
8. Tollhouse cookies
9. "The Fall of the House of Usher"
10. House-hunting
11. House rules
12. *The House of the Seven Gables*

28 ACERTIJOS ARGENTINOS

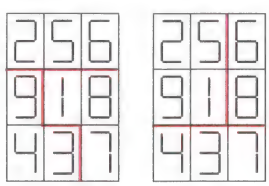
BATTLESHIPS IN TWO OCEANS





MAGIC CUTS

Two possible solutions, both involving a trick, are shown below. On the left, the 2-5-6 piece can be seen upside down as 5+2+9=16. On the right, the piece that should be read upside down is the 2-5-9-1, which becomes 5+2+1+6=14.



CIRCUS DEBTS

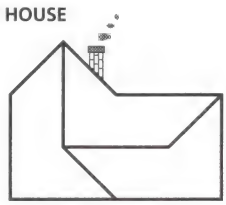
The other four owe 1, 3, 4, and 4 pesos, respectively, and the magician owes 48 pesos.

Explanation: Look for two or more numbers that add up to 12, which have equal products when multiplied. This leaves us with only two possible combinations, both of which have a product of 48: 2, 2, 2, and 6, and 1, 3, 4, and 4. We know later that one debt is lower than each of the others; therefore the latter combination is the correct one.

GRANDFATHER

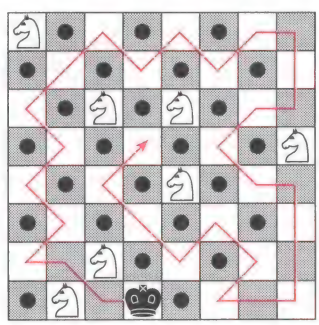
Grandfather was born in 1924 and by 1996 he was 72 years old (1996 – 1924 = 1×9×2×4). His daughter was born in 1951 and by 1996 she was 45 years old (1996 – 1951 = 1×9×5×1).

TRISECTED HOUSE



EL CAMINO REAL

Solver Hector San Segundo found a 30-square route by simply removing the knight from the left edge of the board in the diagram on page 28. (The reader can verify that this works.) But we found the following 32-square solution:



ANSWERS

23 GUESSING GAME

F	I	F	I	■	R	A	G	E	■	I	R	O	N	Y
O	N	E	A	■	E	C	O	N	■	L	E	N	Y	A
A	N	I	M	A	L	M	A	G	N	E	T	I	S	M
M	I	G	■	P	I	E	D	■	U	N	I	T	E	S
S	E	N	A	T	E	S	■	S	T	E	P	■	■	■
■	■	■	B	E	D	■	D	I	M	■	S	O	C	K
O	V	A	L	S	■	O	O	Z	E	■	■	L	E	E
V	E	G	E	T	A	B	L	E	G	A	R	D	E	N
I	T	E	■	■	T	O	E	D	■	R	U	S	S	O
D	O	E	R	■	H	E	S	■	K	I	N	■	■	■
■	■	■	E	K	E	S	■	C	L	O	S	E	L	Y
A	L	I	S	O	N	■	A	L	E	S	■	L	I	E
M	I	N	E	R	A	L	D	E	P	O	S	I	T	S
O	Z	O	N	E	■	M	E	A	T	■	I	S	E	E
S	A	N	T	A	■	N	E	R	O	■	B	E	S	S

18 WARES DE-LABEL?

1. Heinz Tomato Ketchup
2. Tabasco Pepper Sauce
3. Mott's Apple Sauce
4. Pepto-Bismol Antacid
5. Elmer's Glue-All
6. Smucker's Strawberry Preserves
7. Kraft Barbecue Sauce
8. Gulden's Spicy Brown Mustard
9. Jif Peanut Butter
10. McCormick Vanilla Extract
11. Kraft Mayonnaise
12. A-1 Steak Sauce
13. Classico Pasta Sauce
14. Gold's Horseradish
15. Wish-Bone French Style Dressing
16. Beech-Nut Baby Food
17. Old El Paso Salsa
18. La Choy Soy Sauce

64 AWARD TO THE WISE

1–f Emmy Award (Television)
2–a Academy Award (Oscar)
3–k Tony Award (Theater)
4–j People's Choice Award
5–l World Music Award
6–h Grammy Award (Music)
7–b American Comedy Award
8–d Clio Award (Advertising)
9–g Golden Globe (Film & TV)
10–c American Music Award
11–i MTV Video Award
12–e CMA Award (Country Music)

Photos: Emmy, Oscar, Tony, Clio—Superstock; People's Choice, Golden Globe, CMA—Globe; Grammy—courtesy of National Academy of Recording Arts & Sciences, Inc.; World Music, American Comedy, American Music—courtesy of ABC; MTV—courtesy of MTV

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27 WHIM-WHAMS

R	A	N	G	■	■	S	E	A	M	■	E	G	A	D
E	B	O	L	A	■	A	L	T	O	■	L	I	M	A
T	C	H	O	T	C	H	K	E	S	■	S	M	O	G
A	D	O	■	T	A	L	E	■	Q	U	I	C	K	■
G	E	W	G	A	W	S	■	C	U	R	E	R	■	■
■	■	■	L	I	S	■	M	A	I	N	S	A	I	L
A	L	B	A	N	■	P	I	N	T	S	■	C	R	O
F	O	R	D	■	C	U	R	I	O	■	S	K	A	T
A	R	I	■	C	A	G	E	S	■	R	I	S	E	S
R	E	C	A	L	L	E	D	■	B	E	D	■	■	■
■	■	A	L	O	F	T	■	B	I	B	E	L	O	T
■	A	B	E	T	S	■	L	U	L	U	■	O	N	A
P	U	R	R	■	K	N	I	C	K	K	N	A	C	K
A	R	A	T	■	I	S	A	K	■	E	S	T	E	E
M	A	C	S	■	N	A	R	Y	■	W	H	I	R	■

21 BRICKWORK

						D	A	N	N	C				
						U	X	A	A	H				
				I	N	U	U	X	■	R	O			
				M	E	T	T	E	E	R	O	O	C	
N	I	M	M	E	■	O	D	D	S	N	N	R		
S	U	B	B	M	M	O	D	D	S	■	D	O		
S	U	■	L	E	E	L	U	U	S	S	D	O	O	U
E	D	D	L	E	E	L	■	R	E	E	I	G	G	T
X	O	O	O	P	P	C	C	R	E	E	I	■	N	I
		O	O	■	M	O	O	L	D	D	R	R	N	I
		P	T	T	M	O	O	L	■	V	A	A	I	S
		S	S	S	E	D	D	A	A	V	A			
				S	E	■	E	R	R	A	T			
				Q	R	R	E	R						
				U	A	A	S	E						

37 FOLLOW THE ARROWS

							B	R	E	W				
						L	E	V	I	S				
					E	X	T	E	N	T				
				R	E	V	E	R	S	E				
			D	E	M	E	A	N	O	R				
			Q	U	I	N	L	A	N					
			M	A	N	T	E	L						
			L	U	C	I	D							
			P	L	E	A								

31 GOING IN CIRCLES

A	N	S	E	L	■	S	P	A	■	M	E	S	A	■
V	A	L	L	I	■	M	U	S	T	A	N	G	S	■
E	C	O	L	E	■	A	T	H	E	I	S	T	S	■
R	H	O	■	T	L	C	■	E	N	T	■	■	T	O
S	O	P	■	O	A	K	■	S	N	A	I	L	■	N
E	S	S	O	■	D	E	P	■	■	I	M	A	G	O
■	■	■	A	M	E	R	A	D	A	■	P	S	I	■
■	M	A	T	I	N	■	W	O	R	E	■	■	F	R
B	A	B	E	L	■	V	N	E	C	K	S	■	T	U
E	R	R	S	■	M	A	E	S	■	G	I	N	■	B
A	L	A	■	L	I	N	E	N	S	■	S	U	P	R
T	E	D	■	I	N	I	■	T	E	A	■	M	O	I
I	N	E	■	D	U	S	T	■	A	R	A	B	I	C
T	E	S	H	■	T	H	Y	■	■	A	L	E	S	■
■	■	■	O	W	E	■	P	U	N	■	P	R	O	R
A	P	P	L	E	■	B	O	N	E	D	■	■	N	E
T	R	A	I	T	O	R	■	E	D	E	M	A	■	M
L	O	R	D	■	L	O	O	■	■	F	E	D	■	O
A	N	K	A	R	A	■	G	N	A	R	L	I	E	R
S	T	A	Y	O	N	■	G	Y	R	A	T	O	R	S
T	O	S	S	E	D	■	I	C	K	Y	■	S	E	E

A	C	E	S	■	C	A	N	E	S	■	S	T	A	R
S	E	E	■	S	A	W	■	S	E	A	T	■	R	E
■	■	■	S	E	T	■	S	T	A	R	E	■	■	■
■	S	T	A	R	E	■	S	E	E	■	■	■	■	■
S	E	E	■	■	■	S	T	A	R	E	■	■	■	■
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■	■	■	■	■	■	■	■	■	■	■	■	■	■	■

37 NONCONTACT SPORTS

R	E	S	P	E	C	T	■	■	E	R	I	C	H	■
A	N	T	E	R	O	O	M	■	C	L	O	T	H	E
I	D	O	L	A	T	R	Y	■	H	I	T	T	E	R
D	O	N	T	L	E	T	T	H	E	D	O	O	R	S
S	W	E	E	■	■	S	H	O	W	E	R	■	■	H
■	■	■	D	A	B	■	S	S	E	■	S	I	Z	E
A	S	A	■	D	U	D	■	T	D	S	■	G	A	Y
S	A	M	■	A	X	I	S	■	■	A	T	O	P	■
I	W	O	■	M	O	V	I	E	S	T	A	R	■	B
A	B	E	T	■	M	A	T	T	H	A	U	■	P	U
N	U	B	I	A	■	■	S	H	U	N	■	C	U	R
S	C	A	R	S	■	J	O	E	S	■	G	A	R	S
■	K	E	E	P	Y	O	U	R	H	A	N	D	S	T
■	■	■	S	E	E	I	T	■	■	R	A	R	E	■
G	E	L	■	N	A	N	■	L	O	E	W	E	■	B
D	I	E	■	■	■	■	S	I	L	A	S	■	M	O
A	L	G	■	A	L	M	O	N	D	S	■	S	O	F
N	E	A	R	M	I	S	S	E	S	■	C	O	I	F
S	E	T	E	Y	E	S	O	N	■	S	O	U	■	O
K	N	O	B	■	■	■	■	■	A	P	P	L	Y	■
■	■	■	S	M	U	■	S	T	I	R	■	■	A	R
O	H	S	■	O	N	T	H	E	R	E	A	R	W	H
P	A	P	E	R	T	H	I	N	■	A	M	I	N	O
T	R	A	N	S	I	E	N	T	■	D	E	C	E	N
S	E	N	S	E	L	E	S	S	■	S	N	O	R	E

■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
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■	■	■	■	■	■	■	■	■	■	■	■	■	■	■

ANSWERS

35 CRYPTIC CROSSWORD 1

ACROSS

1 Appetite (p + a + petite)
5 Raisin (raisin')
9 Liquidate (quilt idea)
11 Twain (I want)
12 Emerge (blasphEMER GEneralized)
13 Democrat (tar + comedy – y)
15 Detonate (Eton + date)
16 Ache (ace + h)
19 Urns (Burns – b)
20 Coconuts (Tucson Co.)
23 Analyzed (y + Zealand)
24 Gauche (gaucho – o + e)
27 Steno (0 + nets)
28 Tampering (tamp + *ER* + IN + g)
29 Casino (CA + is + no)
30 Initiate (in + it + I + ate)

DOWN

1 Allies (lies + Al)
2 Pique (peak)
3 Tailgate (Gail + Tate)
4 Trap (part)
6 Author (Au + Thor)
7 Shamrocks (Rock's + sham)
8 Nineties (Einstein)
10 Electron (Ron + elect)
14 Innocent (Inn + 0 + cent)
15 Dungarees (Gus earned)
17 Jurassic (Juice + R + ass)
18 Budapest (bud + a + pest)
21 Tycoon (not coy)
22 Beagle (eagle + b)
25 China (chin + a)
26 Amen (macrAME Novelties)

35 CRYPTIC CROSSWORD 2

ACROSS

1 Placates (places + a + t)
5 Swipes (s + wipes)
6 Pioneered (one + pie + red)
11 Vista (VA + 1 + st.)
12 Lethal (all the)
13 Overawed (O + Vera + wed)
15 Prevails (slip + aver)
16 Iron (on + Ir)
19 Last (two meanings)
20 Desserts (stressed)
23 Emeralds (mere lads)
24 Avalon (no + lava)
27 Aside (aide + s)
28 Retaliate (eater + tail)
29 Erring (herring – h)
30 Whodunit (two Hindu)

DOWN

1 Pupils (pups + il)
2 Aloft (appeAL OF Traditional)
3 Averages (rage + aves.)
4 Earn (urn)
6 Wavers (waivers)
7 Passwords (pa's swords)
8 Standing (sting + and)
10 Devilish (evil + dish)
14 Calendar (clear and)
15 Posterior (report is + 0)
17 Alienate (a + lie + N + ate)
18 Graveled (grave + led)
21 Gave in (GA + vein)
22 Unseat (us a net)
25 Learn (Lear + n)
26 Itch (chITCHat)

FAKE AD

The Fake Advertisement announced in the Table of Contents is for Earth Strike (whew!) and appears on page 13. *By Paddy Smith.*

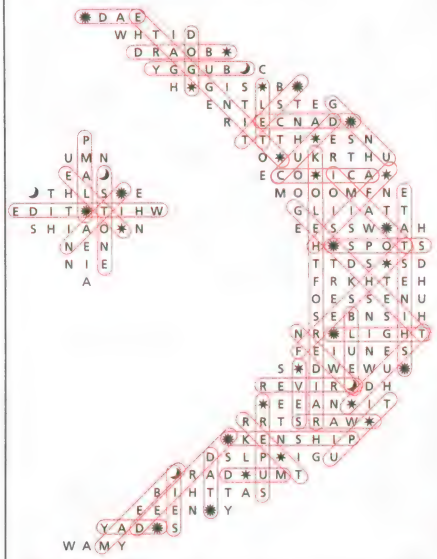
30 DSZQUPHSBNT!

1. CRYPTOON. This is only a test. If there were a real emergency, I would be hiding in my basement instead of making this announcement.
2. PROFESSIONAL JEALOUSY. It is sobering to think that when Mozart was my age, he had already been dead for a year. — Tom Lehrer
3. LOVE CONQUERS ALL. Bride and groom lost wedding bands, but held marriage anyway, which was a big success. The moral: Two rings don't make a rite.
4. JUST IN CASE. Dueling was once so popular in Ireland that inns kept pistols on hand for those who had forgotten their own.
5. MODERN CLASSIC. Emma Thompson, seeking box office blockbuster, directs thrill-a-minute sequel to period film: *Sensurround and Sensibility.*
6. PATENTLY OBVIOUS. Eccentric inventor creates collapsible cardboard car to facilitate escape from traffic jams.
7. DREAM COME TRUE. Child hears about alien blitz, warns naval force, which routs enemy, saves world. Troop fetes brave youth until alarm clock rings.

4 LETTERS

The answer to the riddle is the letter L.

22 HEAVENLY DAZE



34 MIRROR, MIRROR

36 DOUBLE CROSS

A. LOVELACE
B. GENETICS
C. RIGHT STUFF
D. OSTRICH
E. "SEA-FEVER"
F. SOOTHED
G. BAD AS I WANNA BE
H. ETHER
I. RICOCHET
J. GENITIVE
K. ENDED
L. RHODES
M. REGENT
N. EDDIE MURRAY
O. ASHES
P. DANA STABENOW
Q. MATH
R. YUKON RIVER
S. CHESTER WHITE
T. "LAND OF STORY-BOOKS"
U. INFATUATION
V. PINK PANTHER
W. SPORTSWRITER

...network anchors keep a suitcase under the... desk. At the first sign of a crisis, they dash to the airport, followed by camera crew and hairdresser. Within hours, they are broadcasting live from the big event, often not even needing to pause and observe it.—L(ewis) Grossberger, *Read My Clips*

44 WORD SURGERY

1. In California you lose a point off your IQ every year.
2. The income tax has made liars out of more Americans than golf.
3. There is no cure for birth and death save to enjoy the interval.
4. Advertisements contain the only truths to be relied on in a newspaper.
5. The length of a film should be directly related to the endurance of the human bladder.
6. Those who are too smart to engage in politics are punished by being governed by those who are dumber.
7. The reason grandparents and grandchildren get along so well is that they have a common enemy.
8. Every generation laughs at the old fashions but religiously follows the new.
9. Propaganda is the art of persuading others what you don't believe yourself.
10. Part of the secret of success in life is to eat what you like and let the food fight it out inside.
11. A bad review is like baking a cake with all the best ingredients and having someone sit on it.
12. The cable TV sex channels don't expand our horizons, don't make us better people, and don't come in clearly enough.

26 PENCIL POINTERS

ANSWERS

46 SNOW JOB

YES OR SNOW?

1. False. Although no exact matches have actually been recorded, given (a) the number of flakes that fall every year, (b) the number that have fallen since the beginning of time, and (c) the fact that more than a million crystals can fit in an area the size of a small bread box, the statistical probability greatly favors duplication.
2. False. There are seven basic forms, only one of which is star-shaped.
3. True.
4. False. The necessary temperature is around 39° F.
5. True.
6. True.
7. True. They fought for three months, with 4,000 casualties.
8. True.

SNOW WONDER

1. d
2. b
3. c
4. b
5. a
6. b. He was nearly 97 feet tall; Miss Liberty's height is 111 feet.

SNOW DIN

1. "White Christmas"
2. "My Favorite Things"
3. "Good King Wenceslas"
4. "Vincent"
5. "Winter Wonderland"
6. "It's Beginning to Look a Lot Like Christmas"
7. "On Top of Old Smoky"
8. "I Saw Mommy Kissing Santa Claus"
9. "Ventura Highway"
10. "Sleigh Ride"
11. "Jingle Bell Rock"
12. "Christmas Rapping"

SNOW BIG DEAL

1. a
2. c
3. a
4. b
5. d

AND SNOW FORTH

1. *Gorky Park*
2. *Cool Runnings*
3. *The Shining*
4. *Doctor Zhivago*
5. *Fargo*
6. *Alive*
7. *Grumpy Old Men*
8. *Help!*
9. *Planes, Trains, and Automobiles*

Photos: Eskimos, New York snow, Iditarod—The Bettmann Archive; sled dogs—Animals Animals; Gorky Park, Cool Runnings, Doctor Zhivago, Fargo, Grumpy Old Men, Planes, Trains, and Automobiles—*Photofest;* The Shining, Alive, Help!—*Jerry Ohlinger's.*

27 SELECTED READING

Across	Down
1. Hamster	1. Tiger
2. Raccoon	2. Okapi
3. Muskrat	3. Otter
4. Caribou	4. Mouse
5. Panther	5. Llama
	6. Panda
	7. Skunk

The quotation reads: Kings and bears often worry their keepers.

WILD CARDS

60 A CRYPTIC PUZZLE

When read aloud, the words spell the letters in the word CRYPTIC.

60 AUSTRALIAN 101

1–m, provoke
2–c, cheap wine
3–l, prison escapee
4–j, overdraft
5–k, pot luck
6–n, simpleton
7–o, soap opera
8–b, cattle rustler
9–a, candy
10–e, female journalist
11–h, moving van
12–f, garbage collector
13–i, old clothes
14–g, inquisitive
15–d, double-crosser

60 PICK A PAIR

Two chances in three. Four of the six possible combinations of two aces (all except spade/club and heart/diamond) comprise one red ace and one black ace.

60 THREE CANTEENS

Fill the 9-cup canteen from the 14-cup canteen, then fill the 5-cup canteen from the 9-cup canteen. Empty the 5-cup canteen into the 14-cup canteen, and empty the 9-cup canteen into the 5-cup canteen. Fill the 9-cup canteen from the 14-cup canteen, then fill the 5-cup canteen from the 9-cup canteen. Empty the 5-cup canteen into the 14-cup canteen, then fill the 5-cup canteen from the 9-cup canteen. Empty the 5-cup canteen into the 14-cup canteen, then empty the 9-cup canteen into the 5-cup canteen. Fill the 9-cup canteen from the 14-cup canteen, then fill the 5-cup canteen from the 9-cup canteen. Empty the 5-cup canteen into the 14-cup canteen, after which it and the 9-cup canteen will each hold 7 cups. This solution, using 13 pourings, is the shortest possible. Other 13-pouring solutions are possible.

60 OPPOSITES DISTRACT

1. left, right
2. swell, shrink
3. high, low
4. rare, well done
5. lost, found
6. long, short
7. tight. loose
8. green, experienced
9. charge, retreat
10. light, shadow
11. cool, square
12. double, single
13. strip, dress
14. sink, float
15. vain, modest
16. lock, open
17. brood, celebrate
18. steep, flat
19. wag, bore
20. hit, stand (as in a game of 21)

60 REPAIRED WORDS

ENDEAR	RATION
FOREGO	REDONE
MANAGE	SEALED
OFFICE	SONNET
PROBED	WASHER

61 MULTRIPLICATION

(1)(7)(9)(9)(8)(2)
× (7)(4)
(1)(3)(3)(1)(8)(6)(6)(8)

61 CLUED IN

1. *Fatal Attraction*, Glenn Close
2. *Psycho*, Janet Leigh
3. *Pulp Fiction*, John Travolta
4. *Single White Female*, Steven Weber
5. *The Wizard of Oz*, Margaret Hamilton
6. *Speed*, Dennis Hopper
7. *The Usual Suspects*, Billy Baldwin
8. *The Terminator*, Arnold Schwarzenegger
9. *Raising Arizona*, Tex Cobb
10. *Basic Instinct*, Jeanne Tripplehorn
11. *Under Siege*, Tommy Lee Jones
12. *Blown Away*, Lloyd Bridges

Scoring: Earn 1 point for each correct film and 1 point for each correct actor.

- 0–5 You're wasting your life—watch more movies.
- 6–12 One of those *Sense and Sensibility* types, huh?
- 13–19 That's more like it—a fine result.
- 20–24 You've been making some evil plans of your own, haven't you?

61 WORD SPIN

The word is "up." When it is turned upside-down, it becomes an abbreviation for down, "dn."

61 TRAPPER TRAPPED

	1		2		3		4
5		6		7		8	
	9		10		11		12
13		14		15		16	
	17		18		19		20
21		22		23		24	
	25		26		27		28
29		30		31		32	

The following moves (a long dash indicates a multiple jump) guarantee victory:

1 White 20-16, Black 31-22
2 White 16-11, Black 7-16
3 White 12—26, Black 18-22 (or 23)
4 White 26-17 (or 19)

16 PERFECT MATCHES

1. L (playing card royalty)
2. C (Mozart's *The Barber of Seville*)
3. F (places you find sand)
4. D (body parts)
5. B (statuary)
6. I (alliteration)
7. H (colors)
8. A (hats)
9. E (heavenly bodies)
10. K ("one," in different languages)
11. G (mythological characters)
12. J (bodies of water)

answers answers answers

WORD SURGERY ★☆

BY STEPHEN SNIDERMAN

To make each of the following puzzles, we performed a "logectomy" on a quotation—that is, we surgically removed letters that, when read in order, spelled a series of words. Unfortunately, someone in the operating room mixed up the removed words after surgery. Your job is to put each patient together again by correctly replacing the excised words (listed under the quotation) in the blanks in the sentence. Letters within a word must always be entered in order into consecutive blanks, although those blanks may be separated by letters that were not removed. As an example, the word SAP has been correctly entered in the first puzzle.

ANSWERS, PAGE 42

1. _ _ _ _ _ _ IF _ _ _ _ I _ _ O _ _ O S E A P O _ _ _ _ _ F _ _ Y _ _ _ _ _ Q E _ ER _ Y _ _ _ _. (Truman Capote)

EAR FOUR INCA INTO IVY LORNA ~~SAP~~ YUL

2. _ _ E _ _ _ _ _ _ _ _ _ X _ _ _ _ M _ _ _ _ _ _ A _ S _ _ _ _ O _ _ M _ _ E A _ ER _ _ _ _ NS _ _ H _ _ _ _ _ LF. (Will Rogers)

AHA COMET ELI FORMICA ROUT SAD TANGO THIN

3. T _ _ _ _ _ _ S _ _ _ C _ _ E _ _ _ _ BIR _ _ _ _ _ _ _ D _ _ _ _ _ S _ _ _ _ _ _ _ N _ _ Y _ _ E _ _ _ _ _ _ _ VAL. (George Santayana)

EAT FORT HAND HAVE HEREIN HINTER JOT OUR TOE

4. _ _ _ _ ERT _ _ _ _ _ _ _ _ T _ _ C _ _ _ _ _ _ _ _ _ H _ _ _ _ LY T _ _ TH _ _ O _ _ _ RE _ _ _ _ _ _ _ _ _ _ _ _ W _ _ _ _ PE _ _. (Thomas Jefferson)

ADVISE BELIE DON EON INANE MEN RUST SON SPAR TAINT

5. T _ _ _ _ _ _ _ G _ H _ _ F A F _ _ _ _ SH _ U _ _ _ _ _ _ _ _ _ _ _ _ T _ Y R _ L _ _ _ _ _ _ _ _ E _ _ UR _ _ _ _ _ _ _ _ _ HE _ _ _ _ AN _ _ _ ADD _ _ _. (Alfred Hitchcock)

BED CLEATED DANCE HELEN HEN HUMBLER IRE MOLD OFT TOIL TOT

6. _ H _ S _ _ _ H _ _ A _ _ _ _ OO SM _ _ _ _ _ _ _ E _ _ _ _ GE _ _ _ _ _ _ LI _ I _ S _ _ _ _ _ _ NI _ _ _ _ _ _ _ Y BE _ _ _ _ G _ _ _ _ _ _ NED B _ _ THO _ E W _ _ _ A _ _ _ _ _ _ _ _ _ _ _ _. (Plato)

BINGO CARE GAIN POT PUSHED SHORED TART TOE TON UMBER VERY WORE

7. _ _ _ _ _ _ _ A _ _ _ _ _ _ _ _ _ _ _ P _ _ _ _ NT _ _ _ _ _ G _ _ _ _ D _ _ _ _ LD _ _ _ _ G _ _ _ _ _ _ G _ O _ _ _ _ _ _ I _ _ H _ _ _ T _ _ Y H _ _ _ _ A _ _ _ MMON E _ _ _ M _ _. (Sam Levenson)

CONEY DARE HEAVE IRENE RAN RANCH SAND SONG STAT SWELL TALON THERE

8. E _ _ _ _ Y _ _ _ _ ER _ _ _ _ _ _ _ _ A _ _ _ _ S _ T _ _ _ _ O _ _ F _ _ _ _ _ _ _ _ _ B _ T _ _ _ _ IGI _ _ _ _ _ _ _ _ O _ L _ _ _ _ _ HE N _ _ _. (Henry David Thoreau)

ASH FLOW HAT HELD ION LOU LUG NATION SLY STEW SURE VERGE

9. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ H _ _ _ _ _ _ F _ _ _ _ _ _ U _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ AT _ OU _ _ _ _ ' T B _ _ _ I _ _ E _ _ _ _ _ _ _ _ _ _ _ _. (Abba Eban)

DAIS DONE ELF HERS INGOT LEVY OURS PAGAN PRO SAD TEAR TOPER WHY

10. _ A _ T _ _ _ _ _ _ _ _ _ C _ _ T O _ _ _ CC _ _ _ _ _ _ _ _ _ F _ I _ _ O _ _ _ _ W _ _ _ _ _ U _ I _ _ A _ _ _ _ _ _ _ T _ _ _ _ OD FI _ H _ _ _ _ _ U _ _ NSI _ _. (Mark Twain)

END FOG LETHE LIES PROF REF SIN SUES TEA THAT THESE TIDE TITO YOLK

11. A _ _ D _ _ _ _ _ _ _ _ _ _ IK _ BA _ _ _ _ _ _ _ AK _ _ _ _ _ _ _ _ _ L _ _ _ _ _ _ _ _ _ _ _ R _ _ _ _ _ N _ _ _ _ _ _ _ VI _ _ _ _ _ ME _ _ E SI _ _ _ _ _ T. (Danielle Steel)

ACE BARE DIET HANG ISLE KING SAND SOON THEBES TINGE TONI VIEW WITHAL

12. _ HE C _ _ _ _ _ _ S _ _ _ _ _ _ _ _ N _ _ _ _ D _ _ ' _ _ _ _ _ _ _ _ _ UR H _ _ _ _ Z _ _ _ _, _ _ _ _ ' _ _ M _ _ _ _ U _ _ _ _ TT _ _ _ _ E _ _ L _, _ _ D D _ _ ' T _ _ ME _ _ CL _ _ _ _ _ _ _ _ O _ _ _ _. (Bill Maher)

ANON BEER CHANEL COIN DON DOOR EARL IONS PAN POPE SON TABLET TAKES TEX UGH VEX YEN

Original Thinking

★☆

CALL OUR BLUFF COMPARES WORD PAIRS

by Bridget Copley

Jeremy Piltdown walked into our offices the other day with a bunch of heavy books and a grin. "I've been doing some reading on the history of the language," he told us. "It's astounding how a pair of related words can grow apart over time, both in sound and meaning. You would never believe which pairs of English words have common origins." And he was right—we didn't believe him. Can you pick out the false relations from among the etymologies given below?

ANSWERS, PAGE 40

1. happen, happy *Happen,* formed from *hap,* "chance," was originally "to come to pass by chance." If one had good *hap,* one was *happy,* as in "lucky." Later *hap* dropped out of the lexicon, and both *happy* and *happen* dropped their connotations of chance.

2. salad, salary The story about Roman soldiers being paid their wages in salt is true; our *salary* is derived from Latin *sal,* salt. *Salad* also has its origins there; early salads were raw vegetables with a briny dressing, so that *salad* refers ultimately to a "salted dish."

3. budget, bulge Both of these words come from Old French *bouge,* "leather pouch." The meaning of *bulge* grew to stress the physical aspect of such a pouch, while that of *budget* had a more convoluted history. The phrase "to open one's budget" meant, from the 16th century, "to speak one's mind." By the 1700s, the English Chancellor of the Exchequer was said formally to "open the budget" in giving his annual yearly finance report, and *budget* became associated with such finances.

4. eager, acrid The sense of *eager* was originally "sharp" (from Latin *acer,* "sharp") and by 1400 was being applied metaphorically to mean "fervent, zealous." *Acrid* also derives from *acer,* in the sense of "sharp-tasting."

5. diamond, adamant The Greek word αδαμαντα (adamanta), "invincible," was in ancient times applied to steel; the Romans borrowed it to refer to corundum or white sapphire, and later to diamonds. Its descendant *adamant* was used to denote either diamonds or lodestones, and only adopted its present meaning in modern times, as a rhetorical extension of its earlier meaning. *Diamond* is essentially the same word, with the Greek prefix δια- (dia-), "through," added in late Latin, by analogy with other technical words.

6. pidgin, business *Pidgin,* as in pidgin English, is an English representation of a mid-19th century Chinese alteration of English *business. Pidgin* now refers to any trade language that arises between two different groups.

7. babble, bauble *Babble* comes from the Biblical Tower of Babel, where the world's single language was split into many; the sense of cacophony is certainly preserved. Old French *baubel* came to mean "a child's tower; child's blocks," and arrived in English as "a child's plaything."

8. trance, transit Trances use to be taken much more seriously than they are today: the original sense of *trance* was "a passage from life to death"; the word is derived from Latin *transire,* "to go across," which more straightforwardly gave us *transit.*

9. writhe, rhythm Both of these words come down to us from Old English *wryoan,* "to dance." Before both words adopted their modern senses, *writhing* denoted religious frenzy, and *rhythm* referred to any music associated with dancing.

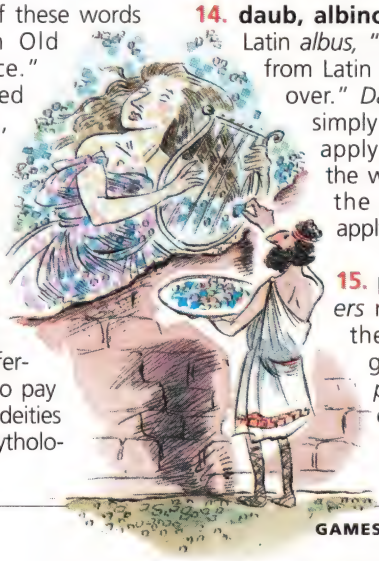
10. mosaic, music Both of these words are derived from Greek μοθσα *(mousa),* "muse." These two very different art forms are so called to pay homage to the nine female deities who, according to Greek mythology, inspired every kind of art.

11. syrup, sherbet The Arabic word *sharab,* "wine or other beverage" first surfaced in English toward the end of the Middle Ages as *surype,* "a thick, sweet liquid used as a vehicle for medication." Two hundred years later, Turks and Persians were concocting drinks made of sweetened fruit juice cooled with snow, called *sherbet,* a word that had descended from a verb form of Arabic *sharab.* English adopted *sherbet* to signify such drinks; the meaning that most people know today, "frozen fruit ice," is a much later extension.

12. sir, surly *Sir* was originally the unstressed form of *sire,* "lord." *Surly* began life as *sirly*—that is to say, "lordly"—and descended through "imperious, masterful" and "haughty, arrogant" to its present meaning, "churlishly ill-humored."

13. dirge, direct *Dirge,* "a funeral song," originally had the form *dirige,* and came from the first line of the Latin Office of the Dead: *Dirige, Domine, Deus meus, in conspectu tuo viam meam* ("Direct, O Lord, my God, my way in thy sight"). Our word *direct* also comes from Latin *dirigere.*

14. daub, albino *Albino* comes from Latin *albus,* "white"; we got daub from Latin *dealbare,* "to whiten over." *Daub* originally meant simply to whitewash, or to apply white plaster. Later the word came to refer to the technique used to apply plaster.



15. pucker, pocket *Puckers* referred originally to the wrinkled purselike gatherings around a *pocket,* which itself comes from Old Northern French *poke* or *poque,* "pocket."

ILLUSTRATIONS BY GARY HOVLAND

SNOW JOB

ANSWERS, PAGE 43

Button up your overcoat and get out the galoshes, because we've got a blizzard of questions for you concerning that fluffy white stuff. Give yourself a point for each correct answer, for a maximum possible total of 40. If your score is under 25, you're caught in a drift; between 25 and 34, you're a snowman's apprentice; 35 or more, and you're walking in a winter wonderland.

by Stephanie Spadaccini

YES OR SNOW?

If you believe each statement below, answer "True," but if you think we're snowing you, answer "False."

1. Scientific investigation has proven that no two snowflakes are identical.
2. All snowflakes are six-sided and star-shaped.
3. René Descartes, the man who said "I think, therefore I am," published the first scientifically accurate drawings of snowflakes.
4. Snow will "stick" only if the air temperature at ground level is below 32 degrees Fahrenheit.
5. At some point each year, half the land surface of the Earth is snow-covered, and about 42 million square miles are always under a blanket of snow.
6. Eskimos have dozens of different words to describe snow, and the literal translation of their "How old are you?" is, "How many snows-there-is-none have you seen?"

7. Seven thousand skiers—the men of the U.S. Army 10th Mountain Division—fought in the mountains of Italy during World War II.
8. It's a myth that Saint Bernards, those famous mountain rescue dogs, carried brandy in flasks around their necks.

SNOW WONDER

Snowfalls produce a flurry of records and statistics each winter. Test your snow savvy by answering these questions based on information from *The Guinness Book of World Records*.

1. The greatest snowfall as a result of a single snowstorm was recorded in 1959 at:
   a. Mount Everest, the Himalayas
   b. Mount Tibrusk, Siberia
   c. Mount Fuji, Japan
   d. Mount Shasta, California
2. The world's longest groomed ski slopes—some as long as 50 miles—are found in:
   a. Japan
   b. the Swiss Alps
   c. Vermont
   d. Colorado
3. The longest recorded snowmobile ride took place in North America in 1992, taking 62 days to complete. How many miles were traveled?
   a. 1,000 miles
   b. 5,000 miles
   c. 10,000 miles
   d. 20,000 miles
4. The city of New York spends tens of millions of dollars on snow removal every year. Most of their snow budget is spent on:
   a. truck and snowplow maintenance
   b. rock salt
   c. workers' wages
   d. junkets to the Bahamas
5. The largest snowplow blade in the world measures over 50 feet across and four feet high. Where is it used?
   a. at JFK International Airport
   b. Fargo, North Dakota
   c. on the only highway in Siberia
   d. Rich Stadium, Buffalo
6. The world's tallest snowman was built in Japan in 1995. If he stood next to the Statue of Liberty on her pedestal, he would be:
   a. half as tall
   b. shorter by 14 feet
   c. the same height
   d. 4 feet taller

SNOW DIN

Do the words "Dashing through the snow in a one-horse open sleigh" jingle a few bells? All the song lyrics below mention the word "snow," but not all of them are holiday songs. Can you come up with the titles?

1. "Where the treetops glisten
   and children listen
   to hear sleigh bells in the snow ..."
2. "Snowflakes that stay on
   my nose and eyelashes ..."
3. "Where the snow lay 'round about,
   deep and crisp and even ..."
4. "A faded flower, a bloody rose
   lies crushed and broken
   on the virgin snow ..."
5. "Sleigh bells ring, are you listening?
   In the lane, snow is glistening ..."
6. "There's a tree in the Grand Hotel,
   one in the park as well,
   the sturdy kind that doesn't mind
   the snow ..."
7. "... all covered with snow,
   I lost my true lover,
   from courting too slow ..."
8. "Underneath his beard
   so snowy white ..."
9. "Some people say this town
   don't look good in snow,
   You don't care, I know ..."
10. "Outside the snow is falling and
    friends are calling 'Yoo-hoo' ..."
11. "Snowin' and blowin' up
    bushels of fun ..."
12. "So on with the
    boots, back out in
    the snow to the only
    all-night grocery ..."

SNOW BIG DEAL

The Iditarod Trail Sled Dog Race is for people who think that traversing over 1,100 miles of Alaskan tundra with a team of canines is a lot of fun. How much do you know about the wintry world of dogsled racing?

1. Nowadays, a simple "Let's go!" will get a dog team going, but "Mush!" was once used extensively. What's the origin of "mush?"
   a. It's from the French word marche," meaning "march."
   b. It's the Eskimo word for "Let's go!"
   c. Sled dogs were once fed oatmeal mush, so it means "Let's go eat!"
   d. No one knows
2. The Iditarod Trail race runs from:
   a. Fairbanks to Juneau
   b. Juneau to Anchorage
   c. Anchorage to Nome
   d. Nome to Seattle
3. The first Iditarod Trail Sled Dog Race was staged in 1966 to commemorate the 100th:
   a. anniversary of America's purchase of Alaska from Russia.
   b. anniversary of the Alaskan Gold Rush.
   c. birthday of Jacques Juneau, Alaska's first white settler.
   d. birthday of White Fang, perhaps the greatest sled dog ever.
4. A woman named Susan Butcher:
   a. organized the first Iditarod Trail race.
   b. won the Iditarod race four times in the last 10 years.
   c. is the world's foremost breeder of sled dogs.
   d. owns the concession stand at the finish line.
5. Most experts agree that the best sled dog is a(n):
   a. Samoyed
   b. Siberian Husky
   c. Alaskan Malamute
   d. mixed breed

... AND SNOW FORTH

Whether they use white plastic flakes or the real thing, those Hollywood folks know how to put on a good snow. See how many of these 9 movies you can identify:

1

2

3

4

5

6

7

8

9

YOURS OR MINE!

A Game of Either Ore

By James Ernest

Yours or MINE! is a game of exploration and discovery for two players, each of whom uses a deck of cards to build underground tunnels in search of precious minerals. As the mineshafts grow, so does the opportunity to strike it rich and score points. The miner who first stakes a claim to 21 points is the winner. Can you dig it?

Equipment

- a large, flat surface (tabletop or floor)
- 2 decks of playing cards (minus jokers)
- 1 pawn for each player
- several claim markers for each player (coins, chips, etc.)

Beginning the Game

Shuffle your deck and cut your opponent's deck. Draw the top card from each deck; the player with the high card goes first. In case of a tie, place the cards at the bottom of your respective decks and draw again. (Hereafter, the loser of the previous game goes first.)

When the starting order has been established, lay the pair of cards face down next to each other in the center of the playing surface. Place each pawn on the other player's card, as shown in Figure1. Each player then draws a hand of seven cards from his or her own deck.

Figure1

Play

On every turn, in general, you will draw a card, play a card, and move your pawn. You may play any card either facedown or faceup.

You may play a card facedown next to any path card (see below). The facedown card becomes a tunnel entrance, and your turn ends immediately (you don't move your pawn). Tunnel entrances are links between the different mineshafts that players will build during the game.

If you play a card faceup, the way it is used depends on its rank:

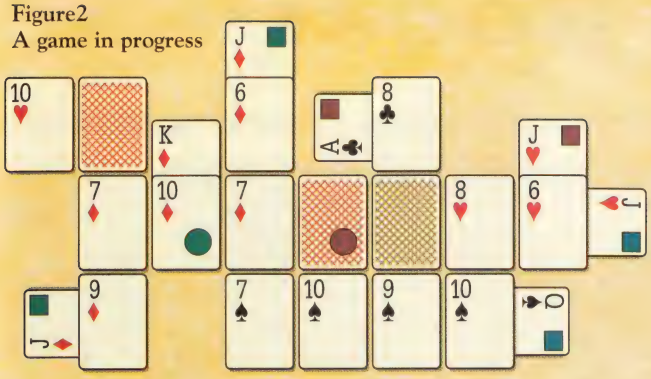
- **Path Cards (6, 7, 8, 9, 10):** These cards are used to build shafts through the mine. A shaft consists of one or more "path cards" of the same suit placed faceup and next to one another (touching along an edge—not diagonally) on the table. To play a path card, place it faceup next to either a tunnel entrance or another path card of the same suit (but note restrictions under "Mother Lodes," below).

After playing a path card, you walk by moving your pawn exactly one space, horizontally or vertically, to any adjacent card. You may not, however, walk directly between cards in different shafts (i.e., cards of different suits); to get from one shaft to another, you must always pass through a tunnel entrance. And you may not walk onto the card you have just played.

- **Movement Cards (2, 3, or 4):** If you play one of these cards in any suit, you must move your pawn the exact number of spaces on the card, in any one direction; you may not double back. You may move through cards occupied by your opponent's pawn. As usual, you must always pass through a tunnel entrance to get from one shaft to another. The card is then placed in a discard pile.

MINNESOTA HISTORICAL SOCIETY

Figure2
A game in progress



➳ **Mother Lodes (J, Q, K, A):** Mother lode cards represent the goal of every good miner—bronze (jacks), silver (queens), gold (kings), and platinum (aces).You can only place a mother lode in a tunnel of the same suit; you can't attach one directly to a tunnel opening. When you play a mother lode card, bury it under the path where it connects, like the jacks, queen, king, and ace in Fig. 2. The mother lode can only be reached in that direction, even if a card of the same suit touches it on another edge.

You stake your claim to a mother lode by moving your pawn onto it, and then marking it with one of your claim markers.

Jacks are worth 1 point each; queens, 2 points; kings, 3 points; and aces, 4 points.

You can't continue to build a tunnel beyond a mother lode. You may, however, place multiple face cards off one path card, in multiple directions, or build a tunnel in another direction from the same path card.

Once you've staked a claim, it's yours for good. Your opponent might move onto the spot later in the game, but your claim marker stays there, and they receive no points.

➳ **Claim Jumpers/Bumpers:** The five of each suit represents a specialized movement. The four special moves are as follows:

- ♥5—jump anywhere (i.e. from any path card to another path card);
- ♦5—jump to any path card of the same number;
- ♣5—jump to any path card of the same suit;
- ♠5—bump your opponent (send them to any spot on the board, including tunnel openings or mother lodes). NOTE: When you play the ♠5, your pawn does not move on that turn.

Note that "jumpers" are limited to path cards only; you can't jump to or from a tunnel opening or a mother lode. But with a "bumper," anything goes.

Bumping: If you land on a card occupied by your opponent (or play the ♠5), you may bump them to any space in the mine you wish. However, you may not leave them on the same card with you.

Winning

The first player to stake claims to at least 21 points worth of minerals is the winner.

A Sample Game

Turn 1

Turn 2

Turn 3

Turn 4

Turns 5, 6

Turn 7

➳ **Turn 1:** Both players have laid out their tunnel openings (facedown cards), as in Figure 1 on page 45. Dick (with the red pawn) draws a card, plays the ♠9, and moves onto Jane's pawn. This is his only possible move; he isn't allowed to move onto the ♠9, because he just played it. He chooses to bump Jane to the ♠9.

➳ **Turn 2:** Jane draws, plays a ♥10, and moves back onto a tunnel opening. This is her only legal move, and it sets Dick up to bump her again.

➳ **Turn 3:** Dick lays down a bronze mother lode, the ♠J, connected to the ♠9. He moves onto Jane's pawn and bumps her to the ♥10.

➳ **Turn 4:** If Jane had a 2, she could land on Dick and bump him. If she had a 4, she could stake a claim on the bronze mother lode. But a move-4 card might be too valuable to spend on a 1-point score. She decides to lay down a ♦6 and move back onto the tunnel opening.

➳ **Turn 5:** Dick plays a move-2 card and lands squarely on the jack. He stakes his claim, places a marker on it, and scores 1 point.

➳ **Turn 6:** Jane builds an ♦A off the ♦6 and moves onto the ♦6 .

➳ **Turn 7:** Dick has a move-anywhere card, the ♥5. He'd love to pounce on that platinum, but he's still on his bronze claim. Jump cards won't get you off mother lodes; they also won't get you onto them. So, he plays a ♠K on the last open edge of the ♠9, and moves back onto the ♠9. If Jane takes the ace (platinum), Dick will take the king (gold) and even the score.

The game proceeds from here until someone claims 21 points.

CHEAT SHEET

To help you get started, here is a quick recap of the basic moves and card values.

2: Move 2
3: Move 3
4: Move 4

6-10: Path card

♥5: Jump anywhere
♦5: Jump to same suit
♣5: Jump to same number
♠5: Bump opponent (you don't move)

Jack (bronze): 1 point
Queen (silver): 2 points
King (gold): 3 points
Ace (platinum): 4 points

Facedown cards (tunnel openings): You may begin another tunnel by skipping a turn to dig a new opening and playing the next card in your deck face down.

The mechanics of a turn: Draw, Play, Move

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FAMILY STRATEGY GAME

MODERN ART

MAYFAIR GAMES, (800) 432-4376; $30;
PLAYERS 3-5 **PLAYING TIME** 1 HOUR

The latest addition to Mayfair's excellent series of English-language versions of top European games is a modern masterpiece by Reiner Knizia, the world's most prolific designer.

You're an art dealer. The paintings you and the other dealers choose to buy and sell determine which artists will be fashionable and which ones will starve in their garrets. If the artists you favor prove trendy, their works will earn you money later on (the object of the game). Choose badly, though, and your canvases will be worthless.

Everyone begins with a hand of cards that illustrate works by up to five (fictional) artists. No one owns these paintings until they're bought at auction. On each card is a symbol that tells you which one of five auction methods is permitted: open bid, sealed bid, fixed price, one bid per player, and double (two works at once). Each has its own subtle application.

The heart of the game is knowing whose paintings to buy and sell and evaluating them wisely. The more of an artist's works that are on display, and the longer they remain so, the more valuable they are. Even if an artist falls from favor, he can make a comeback with even bigger profits.

What makes Modern Art a real contest is that you usually buy a picture from a rival, not from the bank. If you've just got to have the latest Yoko, for instance, because it will increase the value of your other Yokos, just remember that it will also do the same for everybody else's.

Modern Art is an intense, challenging game with minimal luck, which rewards intelligent play. The design offers new tactics and nuances each time you play, making it very nearly a perfect game. ■ —Mike Siggins

COMPUTER PUZZLE ADVENTURE

LIGHTHOUSE

SIERRA ON-LINE, (800) 757-7707; CD-ROM FOR WINDOWS/WIN95 (MAC VERSION DEC.); $59.95

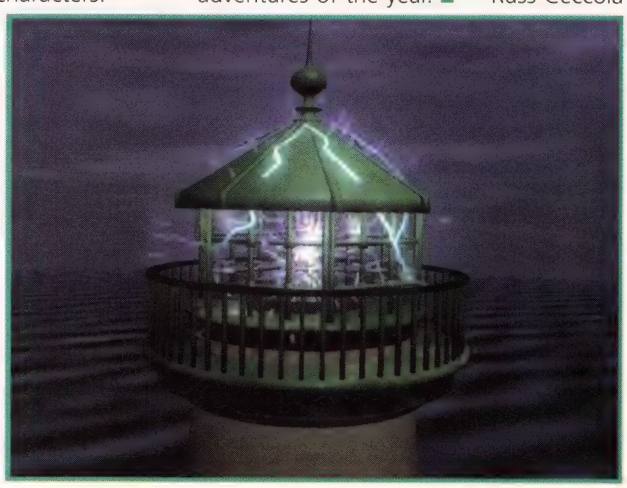
The lighthouse, that symbol of safety, welcome, and hope, becomes in this adventure game a tower of trouble.

Dr. Jeremiah Krick, a scientist investigating weird phenomena at the local lighthouse, asks you to watch over baby Amanda while he follows a lead. All goes well until a strange being grabs the kid and takes her through a portal to another world. You are required to bring her back unharmed (Babysitter Manual, rule #2).

Lighthouse has the look and feel of Myst as you move through a fully-rendered, graphically beautiful world filled with puzzles and gadgets. The difference is the plot, which in Myst was sparse but in Lighthouse is compelling. As in any adventure, you must do a certain amount of exploring, but the random placement of objects makes each game different—there are *lots* of objects and locations, so you'll be kept busy. The puzzles range from solving riddles and manipulating strange objects and equipment to interacting with characters.

Although you will undoubtedly enjoy this adventure, there will be times when you'll want to throw your computer into a portal and leave Amanda to her fate. A few of the puzzles, particularly the combination lock near the beginning and some others having to do with a submarine, will have you first scratching your head and then pulling your hair out. The problem is that you'll know how to solve the puzzle but not how to use the interface to do it. I recommend cheating. Use a walkthrough (you can get one on the Internet) and whatever else you can. Just don't let the frustration get you down.

Lighthouse is one of the best Myst-like games so far, and one of the finest adventures of the year. ■ —Russ Ceccola



PHOTOGRAPHS BY BUTLER & TEGNI

COMPUTER MYSTERY GAME

THE LOST FILES OF SHERLOCK HOLMES: CASE OF THE ROSE TATTOO

ELECTRONIC ARTS (800) 245-4525; CD-ROM FOR WINDOWS 95; $59.95

The world of Sherlock Holmes is so familiar that creators of new Holmes mysteries needn't worry about anything except the plot. Everything else—the vivid characters and the particularities of life in Victorian England—has been provided by Arthur Conan Doyle.

The plot of this new adventure-mystery is set in motion when a massive explosion rocks the Diogenes Club. Scotland Yard—muddle-headed, as usual—theorizes that it was an accident resulting from a gas leak, but Holmes is soon convinced that it was foul play. The investigation takes many twists and turns and involves more than one mystery. The story is told by Dr. Watson, of course, who records all conversations and incidents in his journal, which can be conveniently searched like a database. Physical evidence and other items can be examined, held in inventory, and, when necessary, analyzed in the lab at 221B Baker Street. Many places in London will have to be visited, although they're not accessible until they've been mentioned by someone in the story.

This case is at least moderately difficult, not only because of that peculiarly Holmesian ratiocination required to create logical theories from meager facts but also because of the patience needed to extract as much information as possible from each location and each character. Never leave a scene until you've examined everything several times and exhausted all possible lines of conversation. Revisit locations repeatedly, and talk to the same characters often. Don't worry about repeating yourself; nobody will tell you to buzz off. If all else fails, you can always consult the included hint booklet for a push in the right direction.

The Holmes universe has been lovingly detailed and perfectly realized in this game, and the vocal characterizations deserve special praise. ■ —B.H.

FAMILY STRATEGY GAME

THE SETTLERS OF CATAN

MAYFAIR GAMES, (800) 432-4376; $35;
PLAYERS 2-4 **PLAYING TIME** 1-2 HOURS

Welcome to Catan, a rich, unspoiled land of opportunity!

The island and its surrounding sea is made up of 37 randomly assembled cardboard hexes. Each hex, representing a type of natural resource, is assigned a random number at the start of the game. Whenever a hex's number comes up on the dice, that hex produces its particular resource, which, in the form of cards, is earned by all settlements and cities along its borders.

Your objective is to earn Victory Points by building settlements, upgrading them to cities, recruiting an army, and in other ways improving or adding to your holdings. The first player to accumulate 10 Victory Points wins.

To build settlements, cities, and connecting roads you need the proper resources, and that means making deals with your opponents and trading with the bank. Barter is a key element of the game, and the shrewdest deal-maker will have the advantage in developing his interests. Although trading with the bank is costly, it's unavoidable if you hope to prosper. Special Development cards let you risk resources for the chance to earn instant points or raid the bank, and building on port hexes gives you extra trading opportunities.

Beware of hoarding! If a 7 is rolled, no hex produces anything, players with more than seven cards must surrender half of them to the bank, and the dreaded Robber is moved to a new hex, where he halts production.

The Settlers of Catan (the English-language version of the German original, Die Siedler von Catan) is a moderately simple trading game with a high degree of player interaction. Fans of the game—and they are legion—will be glad to know that a six-player expansion set is in the works. ■ —Alfonzo Smith

FAMILY STRATEGY GAME

SPY'S: THE ESPIONAGE GAME

MOGI COMPANY, (360) 896-3886; $24.95; **PLAYERS** 2-6 **PLAYING TIME** 1-3 HOURS

Spy's combines chance and skill to capture the cat-and-mouse feel of a good spy story. Although it takes some time to fully grasp the play mechanics—some details are not described here for lack of space—it is often entertaining.

Spy's (the quirky spelling is for trademark reasons) is from a small company, and its thin, laminated board and plain componentry give it a distinctly homemade look. The manual is not entirely clear and will require many rereadings.

Two to six players are secret agents. The first to collect three pieces of true information and then get to the train station wins. To find information, players search buildings on the gameboard, which represents a city. Each colored block contains several buildings, while gray streets and alleys, divided into game squares, allow players to move from one building to another.

Each spy starts with two game pieces, one tall and one short, and decides which of them will be the active agent and which the decoy. The decoy agent may carry bombs, guns, and fake info, while the active agent may carry bombs, guns, and the *real* info.

Weapons and information, both real and fake, are represented by cards, which each agent keeps hidden in little envelopes. As they move around the board, agents enter buildings and, by secretly placing cards in envelopes marked with each building's name, leave real or decoy information or plant bombs. A spy who gets close enough to another spy may attack him.

Considering how few good espionage games there are, this one, despite its difficult-to-comprehend instruction manual, is welcome. ■ —Tom McDonald

WORD GAME

JUMBLE PLUS

CADACO, (800) 621-5426; UNDER $25; **PLAYERS** 2 TEAMS **PLAYING TIME** 30 MINUTES

Many puzzlers who make it a ritual to solve the newspaper crossword every day find the anagrammatic temptation of Henri Arnold's daily Jumble puzzle hard to resist. Cadaco's clever team game based on that popular scrambled-word puzzle (it appears in hundreds of newspapers nationwide) neatly exploits that addiction.

Two teams alternate solving and giving clues. The clue-givers choose a player to be the reader and select a puzzle card. From a tray containing 110 letter tiles, they give the solvers the letters they will need to solve the five anagrams of the puzzle plus the five-letter bonus word, and they set aside the extra letters needed if the solvers attempt the 10-point bonus word.

The reader then announces the category, turns over the two-minute timer, and starts reading the clues. The first answer is a three-letter word worth 3 points, the second a four-letter word worth 4 points, and so on, up to a 7-point, seven-letter word. The solvers place the correct letters on the appropriate spaces on the gameboard. If they're stumped, they can pass and try the next anagram or use a "Letter Token" to have the reader reveal one of the letters. Each token used, though, costs a point.

When the first five anagrams have been unscrambled, the solvers try to use the first letter of each to solve an unclued bonus word, and if they have time, the tougher 10-pointer. Both bonus words relate to the category theme, so they're not too difficult to figure out. The winner is the team with the most points after solving five puzzles.

The game's only down side is the down time: Each puzzle's setup takes as long as the two minutes you're given to solve it. Anagram fanatics, though, will be gletdidhe by this stfa, niclenhgiag mage. ■ —John Chaneski

ALSO NOTABLE

Long ago there was a TV game show called *Make Me Laugh* in which contestants won prizes by *not* laughing at comedians who were doing their damnedest to break them up. The new party game **Don't Make Me Laugh** (The Lolo Co.; 1-800-760-9930; $29.95) follows essentially the same premise. Instead of telling jokes, team members try to get a giggle out of an opposing team member by performing an action or impression given on a Ha! Ha!, Ho! Ho!, or Hee! Hee! card. For instance, pretend to try on a bra that doesn't fit.

Okay, so who hosted the original *Make Me Laugh* and later the syndicated version? If these questions don't appear in **Nick at Nite Classic TV Trivia Game** (Cardinal Industries; $19.99), that's because it's devoted entirely to the sitcoms that reappear ad nauseam on the Nick at Nite cable TV network. If you spent the best years of your life watching *Gilligan's Island, Happy Days,* and those other paradigms of American culture, this game is for you. So what if you can't name a single poem by Walt Whitman? The main thing is knowing who's uncle was Uncle Fester on *The Addams Family*. And maybe you remember that Robert Q. Lewis and Bobby Van were the emcees of *Make Me Laugh*. ■

NINTENDO FEVER

It's Catching, and There May Be No Cure

by burt hochberg

The U.S. launch of the Nintendo 64 video game system was fraught with uncertainty. At first, when Sony and Sega announced that they would be introducing "next generation" 32-bit systems in 1995, Nintendo, unexpectedly, was silent. But soon word was out that it, too, had a new system coming in the fall of 1995, a 64-bit machine called the Ultra 64. The launch was postponed twice, however—first to the spring of 1996, then to September. By that time, the Sony PlayStation and the Sega Saturn, which had been introduced as scheduled, had already been in the stores for a year.

And when Nintendo's new machine, renamed Nintendo 64, was finally launched, there were exactly two games to play on it, and only six more were promised in time for Christmas.

Furthermore, N64 games come on cartridges and will retail for $60 to $100 a pop. Games for the PlayStation and Saturn are on CD-ROMs, which are substantially cheaper on average, partly because compact discs cost much less to manufacture than cartridges.

Yet despite these competitive disadvantages, no sooner had the Nintendo 64 landed on American shores on September 29 than every console and every game were snapped up like so many Pac-Man dots. According to Nintendo, half a million units had been allotted for U.S. distribution by the end of the year, and 460,000 of them were vacuumed up by American consumers even before Halloween. To forestall raging mobs of sales-hungry retailers and game-hungry players, Nintendo hurriedly increased the allotment to 1.2 million units. But even that would not meet the demand, as Nintendo executives admitted without a hint of regret.

WHERE IN THE WORLD IS SHIGERU MIYAMOTO?

What explains Nintendo's phenomenal success? Primarily, the very considerable power of the Nintendo name and reputation. Nintendo's imaginative games, especially the Super Mario and Zelda series created by the now legendary Shigeru Miyamoto, have won the hearts and minds of countless millions of young players, and the Nintendo phenomenon has literally altered the cultural landscape of most of the civilized world. The announcement of a new Nintendo system, along with the news that its very first game would be an original Mario cartridge created especially for it, was bound to create a fever of anticipation.

The Nintendo 64 and its first two games (Super Mario 64 and Pilotwings 64) had been heavily hyped. The spectacular demonstrations at the Electronic Entertainment Expo (E3) in Los Angeles last May were truly thrilling. Journalists who normally yawn through such things and attend mostly for the free food were brought to their feet repeatedly. If they conveyed just half their excitement to their readers, Nintendo could consider the fortune that event cost them very well spent.

Also, the on-again-off-again launch dates captured a lot of press attention. The delays were not a deliberate marketing ploy to artificially increase anticipation, as has been suggested, but resulted from the simple fact that Mario wasn't ready. Shigeru Miyamoto, who is known for his perfectionism, wanted to exploit the new tools provided by the N64 to their fullest capacities, and every day he found new ways to improve his masterpiece. He just didn't want to let it go until he was satisfied.

Meanwhile, Sony and Sega—who had introduced their machines as scheduled in 1995 and made certain that there were plenty of games to play on them—were reaping a bonanza, laughing all the way to the bank, and erecting statues of their CEOs in the town square. Could Nintendo overcome the huge lead they were giving their competitors and regain their once-undisputed dominance?

THE 64-BIT QUESTION

What sets the Nintendo 64 apart from the other so-called next-generation machines is its 64-bit microprocessor and a bunch of other techno-miracles crammed into a surpisingly compact space. The PlayStation and Saturn are based on 32-bit processors. The difference is profound. Industry techs like to explain it by comparing a 32-lane freeway to a 64-lane freeway. Not only can the wider road accommodate twice as much traffic (i.e., information) and at higher speeds, it also allows the use of certain lanes for specific tasks, such as special graphic effects and stereo sound.

The N64 controller is another engineering marvel. It includes not only a standard direction pad but also an amazing 3-D control stick that gives you unbelievably smooth 360-degree movement and the ability to control a character's or vehicle's motion with unprecedented precision. With seven buttons on the top, two more on the front, and a convenient Z-trigger underneath that works in combination with other buttons, the only thing you can't do with this thing is fry an egg.

Super Mario 64, which may be the greatest videogame ever—playing it is like losing yourself in a vast novel full of interesting characters, plots, sub-plots, and mysterious places to explore—and Pilotwings 64, which some reviewers think is even better, are setting an incredibly high standard. How well will Nintendo and its third-party N64 developers live up to it?

As for Sony and Sega, I certainly wouldn't want to part with my PlayStation or Saturn, which perform magnificently and, for the moment at least, offer a huge number and variety of games providing untold hours of entertainment.

What really counts, though, is not how many games there are for a given system but how many great ones there are. So far Nintendo is batting a thousand with the N64. The gauntlet has been thrown. Someday soon Sony and Sega will have to decide how to meet the challenge. That will be an interesting day. ■

THE 1997 GAME & PUZZLE EVENTS calendar

Welcome to the annual GAMES calendar of game and puzzle events. As usual, there is not enough space to list all of the upcoming events for 1997, but you can learn about additional events—and game-specific publications—by contacting the associations listed under the various categories.

Since sites and dates are subject to change, it is important to verify all of the particulars by reaching the contacts listed under each event. Contacts will also alert you of entry fees and qualifying procedures, if any. Happy gaming!

BACKGAMMON

Midwest Backgammon Championships March 21-23, Oak Brook, IL. Contact: Bill Davis, 3940 W. Bryn Mawr Ave. #504, Chicago, IL 60659; (773) 583-6464; e-mail: chipoint@interaccess.com.

World Wide Twin Backgammon Championships April 22-27, Las Vegas, NV. Contact: Howard Markowitz, Nevada Backgammon Association, 2620 S. Maryland Pkwy., Box 230, Las Vegas, NV 89109; (702) 893-6025.

Chicago Open Backgammon Tournament May 23-26, Itasca, IL. Contact: JoAnn Feinstein, (847) 674-0120.

Michigan Summer Backgammon Championships July 3-6, Novi, MI. Contact: Carol Joy Cole, 3003 Ridgecliffe Dr., Flint, MI 48532; (810) 232-9731; e-mail: cjc@flint.org.

Las Vegas Open Backgammon Tournament November 3-8, Las Vegas, NV. Contact: Howard Markowitz, Nevada Backgammon Association, 2620 S. Maryland Pkwy., Box 230, Las Vegas, NV 89109; (702) 893-6025.

For general backgammon information and local club listings, contact: Bill Davis, 3940 W. Bryn Mawr Ave. #504, Chicago, IL 60659; (773) 583-6464 or Carol Joy Cole, 3003 Ridgecliffe Dr., Flint, MI 48532; (810) 232-9731.

BRIDGE

Spring North American Bridge Championships March 6-16, Dallas, TX.

Summer North American Bridge Championships July 24-August 3, Albuquerque, NM.

Fall North American Bridge Championships November 21, St. Louis, MO.

For all events and general bridge information, contact: American Contract Bridge League, 2990 Airways Blvd., Memphis, TN 38116-3847; for U.S. (800) 467-1623, Canada (800) 467-2623.

CHARADES

Winter Festival of Charades February 15, Lincoln, NE.

Nebraska State Charades Championships July TBA, Lincoln, NE. Five-person teams compete head-to-head in charades of song, book, and movie titles. Out-of-staters welcome. For both events, contact: Senator David Landis, 4328 Touzalin, Lincoln, NE 68507; (402) 466-9352.

CHECKERS

Florida State Open February TBA, St. Petersburg, FL.

Mississippi Open Checker Tournament May TBA, Petal, MS.

Southern Regional Checker Tournament June TBA, Gilbertsville, KY.

USA Youth Jr. High National Tournament July TBA, Campbellsville, KY.

Northern States Tourney July TBA, Gilbertsville, KY.

International Alaskan Cruise and Checker Tournament July TBA.

U.S. National 3 Move Restriction Tournament August TBA, site to be announced.

Fall Festival October TBA, Pigeon Forge, TN.

Thanksgiving Tournament November TBA, Petal, MS.

Exact dates for all checkers tournaments will be announced after January 1, 1997. For information on all of the above events, as well as general checkers information, contact: American Checker Federation, P.O. Box 365, Petal, MS 39465; (601) 582-7090.

CHESS

National Open April 11-13, Las Vegas, NV. Open to all players.

Super Nationals April 25-27, Knoxville, TN. Combined National Elementary, Junior High, and High School Championships. Open to junior players in grades K-12. Over 4,000 players anticipated. Team and individual prizes.

U.S. Open August 3-15, Orlando, FL. Open to all players.

National Scholastic K-12 Grade Championship November 13-16, Parsippany, NJ. Open to junior players in grades K-12. Players compete only against opponents in the same grade (13 sections). Team and individual prizes.

For information on all of the above events, and chess in general, contact: U.S. Chess Federation, 3054 NYS Route 9W, New Windsor, NY 12553; (914) 562-8350.

CRIBBAGE

American Cribbage Congress Open February 1-2, Reno, Nevada. Contact: American Cribbage Congress, c/o Jeff Monroe, Box 10486, Napa, CA 94581; (888) 734-4464.

Grand National September 26-28, Dells, WI. Contact: Pat Barrett, (715) 424-5059.

CROSSWORD PUZZLES

American Crossword Puzzle Tournament March 21-23, Stamford, CT. Competition based on speed and accuracy in solving puzzles by top constructors. Special 20th anniversary events include a slide show on the history of crossword puzzles. Run by Will Shortz, crossword editor for *The New York Times*. Contact: ACPT, 55 Great Oak Ln., Pleasantville, NY 10570; (212) 628-2087.

DIPLOMACY

DixieCon May 23-25, Chapel Hill, NC. The classic board game in which players seek to control pre-WWI Europe by making and

breaking alliances. Contact: David Hood, 2905 20th St. N.E., Hickory, NC 28601; (704) 322-7741 (work number).

DOMINOES

World Championship Domino Tournament July 11-12, Andalusia, AL. Contact: Carolyn Davis, P.O. Box 276, Andalusia, AL 36420; (334) 222-5830.

GAME COLLECTING

American Game Collectors Association International Convention September 19-21, Hershey, PA. Collectors gather to view, discuss, and buy, sell, and trade classic boardgames. Contact: Jim Polczynski, P.O. Box 69, Mt. Gretna, PA 17064; (717) 964-3595; e-mail: jpolczyn@leba.net.

GAME CONVENTIONS

Three Rivers Game Fest 4 May 23-26, Pittsburgh, PA. A four-day convention featuring Magic: The Gathering and other CCG tournaments, role-playing events, a Puffing Billy tournament, boardgames, miniatures, an auction, an exhibitors' room, and much more. For more information, contact: Andon Unlimited, Three Rivers Game Fest, P.O. Box 1740, Renton, WA 98057-1740; (206)204-5815; e-mail: Andon@aol.com.

Dexcon 6 July 2-6, East Brunswick, NJ. Double Exposure's National Gaming Extravaganza features over 750 events for the whole family, including extensive role-playing, the largest wargaming battles in the country, board and card gaming for all ages, pencil puzzles & word games, and collectible card gaming. Highlights include the U.S. National Othello Championship, the World Cosmic Encounter Championship, the U.S. National Star Wars Gaming Challange, the U.S. National Dragon Dice Championship, the $2,500 Magic: The Gathering Summer Championship, and much more. For more information, contact: Vinny Salzillo, Double Exposure, Inc., P.O. Box 3594, Grand Central Station, New York, NY 10163; (718) 881-4575; e-mail: salvius@panix.com.

Origins '97 July 17-20, Colombus, OH. Origins continues its tradition of being the largest pure gaming convention in North America. Features over 1,000 events, including Magic: The Gathering National Championship and other CCG tournaments, role-playing events, boardgames, miniatures, the National Security Decision Making game, an auction, and more. For more information, contact: Andon Unlimited, Origins '97, P.O. Box 1740, Renton, WA 98057-1740; (206) 204-5815; e-mail: Andon@aol.com.

Avaloncon July 30-August 3, Baltimore, MD. Competitions in 100 Avalon Hill games, including Acquire, Rail Barons, 1830, ASL, and History of the World. For more information, contact: Don Greenwood, Avalon Hill, 4517 Hartford Rd., Baltimore, MD 21214; (410) 254-9200 or (800) 999-3222.

AndCon September 25-28, Toledo, OH. Features gaming, science fiction and fandom programming. For more information, contact: Andon Unlimited, P.O. Box 1740, Renton, WA 98057-1740; (206) 204-5815; e-mail: Andon@aol.com.

GAME INVENTING

GAMA Trade Show March 25-28, Reno, NV. Seminars and workshops for game inventors, including how to manufacture and market your ideas. Contact: Andon Unlimited; P.O. Box 1740, Renton, WA 98057-1740; (206) 204-5815; e-mail: Andon@aol.com.

GAMES DECATHLON

Games Decathlon May 2-4, Poconos, PA. Choose five games from Scrabble, Poker, Bridge, Chess, Backgammon, Charades, Trivia, Boggle, Miniature Golf, Shuffleboard, Basketball, and Ping-Pong. For more information contact: Margaret Bauer; (201) 991-1499 or (800) 867-8661.

GO

U.S. Go Congress August 16-23, Lancaster, PA. Includes the U.S. Open, Ing Cup, and about 20 other events for men, women, and children. For more information, contact Sam Zimmerman, 925 Lindsay Lane, Lancaster, PA 17601; (717) 898-9363; e-mail: szimmerman@cpcnet.com.

For general go information, contact: American Go Association, P.O. Box 397, Old Chelsea Station, NY 10113.

MAH-JONGG

Eastern Championship February 7-9, Absecon, NJ. For more information, contact: Margaret Bauer; (800) 867-8661.

National Championship March 16-19, Las Vegas, NV. For more information, contact Margaret Bauer; (800) 867-8661.

MARBLES

National Marbles Tournament June 22-26, Wildwood NJ. Open to youngsters 14 and under. Adults and kids are welcome to visit the nearby Marbles Hall of Fame and Museum. Contact: Gene Mason, 810 Rayne Dr., Cumberland, MD 21502; (301) 724-1297.

International Marbles Festival September 12-13, Standing Stone State Park, between Celina and Livingston, TN. For more information, contact: David Gore, Standing Stone State Park, 1674 Standing Stone Park Hwy., Hilham, TN 38568; (615) 823-6347.

SCRABBLE

Atlantic City Open January 17-19, Atlantic City, NJ. Contact: Margaret Bauer; (201) 991-1499.

East Coast Championship February 15-17, Stamford, CT. Contact: Ron & Susi Tiekert, (212) 477-5352; or Paul Avrin, (212) 799-6092.

Greater Boston Tournament March 21-23, Contact: Edie Berman, (508) 759-2561.

Smoky Mountain Tournament April 5-7, Gatlinburg, TN. Contact: Mady Garner, (407) 676-0815.

West Coast Championship July 7-13, Reno, NV. Contact: Johnny Nevarez, (408) 379-5845.

Masters Tournament August 2-5, Cincinnati, OH. Open to all levels. Contact: Mady Garner, (407) 676-0815.

World Scrabble Championship (invitational) November 20-24, Washington, DC. Contact: John D. Williams or Joe Edley, (516) 477-0033.

For general information about Scrabble Crossword Game, contact: National Scrabble Association, Box 700, Greenport, NY 11944; (516) 477-0033.

TIDDLYWINKS

North American Singles Championship Summer, Washington, DC.

North American Pairs Championship Fall, Washington, DC. For both events and to obtain a strategy guide, contact: North American Tiddlywinks Association, c/o Larry Kahn; (703) 610-2164 (work number); e-mail: lkahn@mitretek.org.

CONTEST RESULTS

AUGUST

HIDDEN CONTEST

Only 33 people found the Hidden Contest, ranking it as the hardest-to-find Hidden Contest we've ever run. The first clue to the location of the Hidden Contest was in the Editor's Message (page 4) and read, "Since this month's Hidden Contest isn't easy to find, we'll tell you this: There's an important hint somewhere—use it to go above and beyond your usual solving." The Hidden Contest was actually located on page 32 in Dszquphsbnt! The hint for ciphertext 7 in the Tips and Clues section read, "Important hint: Ciphertext R represents T." However, there was no R in the cryptogram.

Those who found the contest realized that to go "above and beyond usual solving" meant to decipher the seemingly uncryptic titles, using the same codes as in their corresponding cryptograms. (Since cryptogram 7 had no plaintext R in it, the hint was necessary to decipher the R in its title.) The decoded message read, "For Hidden Contest simply send us a tip or clue with the word tip or clue in it."

We received many interesting tips and clues from those readers who found the contest; however, the most interesting mail came from readers who didn't. These entries included a cardboard horse's head; a drawing of a flower; a postcard reading "application for Park Ranger"; and a size-10 footprint. We won't mention any names because you know who you are.

The 15 GAMES T-shirt winners, selected at random from the 33 correct entries, are: Gay Ede, Claremont, CA; Nat Harris, Portland, ME; Linda Hill, Philadelphia, PA; Sylvia Kennedy, Mansfield, OH; Robert Larsson, Pocono Lake, PA; Cheryl Long, Rockhill Furnace, PA; Sheila Masterson, Ottawa, Ont.; Julie McCoy, Bloomington, IL; Nicole Siepser, Los Angeles, CA; Frank Smith, Leechburg, PA; Laura Sutton, Palm Harbor, FL; Jennifer Talon, Winthrop, ME, J. Whitehead, Lafayette, NY; R. Wilson, Richmond, BC; and Phyllis Winegrad, Spotswood, NJ.

We felt that an honorable mention should go to Lisa Garrett of Denton, TX, for the most creative correct entry. She sent in a giant homemade "Clue-tip" cotton swab. Thanks for the laugh!

—Jane Weisberg

AUGUST

WORD DECATHLON

In honor of the 1996 Summer games in Atlanta, we ran a Word Decathlon Contest that was almost as strenuous as its namesake. Our word athletes chose 10 different letters to be their teams in 10 different events: 100-Meter Dash, 400-Meter Dash, 1,500 Meter Run, Shot Put, Pole Vault, Discus, Hurdles, Long Jump, Javelin, and High Jump. The 10 individual scores were added up in the end to determine the teams' total scores.

The gold medal prize of $1000 was awarded to Kyle Corbin of Raleigh, NC, who had a total score of 14,550. His entry is shown below. Silver medals worth $100 each went to: Taed Nelson (14,076), Santa Clara, CA; Shirley Wolf (13,929), Rockville, MD; Fred Brown (13,456), Bayhead, NJ; Mike Weepie (13,398), Cedar Rapids, IA; and Ken Jacobs (13,324), Malden, MA. Bronze medal prizes of a GAMES T-shirt go to: Alex Eason (13,301), Kamloops, BC; Bill Reece (13,231), Vancouver, BC; Stu Goldman (13,229), San Francisco, CA; Jon Shreve (13,212), Evergreen, CO; Robert Parker (13,146), Albuquerque, NM; Ekrem Soylemez (13,135), Redwood Shores, CA; Bill & Teresa Fisher (13,073), Jeffersonville, IN; Steve Villarreal (12,908), Plano, TX; Catherine Semel (12,836), Lansing, MI; and Joseph White (12,767), Eugene, OR.

—Jane Weisberg

Team:

A, E, I, N, O, P, R, S, T, U

100-Meter Dash **score: 1,380**
pentosuria

400-Meter Dash **score: 1,356**
streptoneurous

1500-Meter Run **score: 1,545**
supposititiousnesses

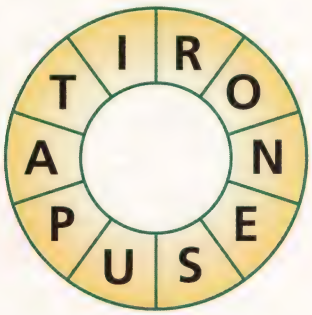
Shot Put **score: 2,337**

aster, asters, astonies, astute, atone, atones, atonies, atuas, autes, entases, entente, ententes, enter, enterer, enterers, enters, epinine, epinines, erses, estate, estates, ester, esters, estuate, estuates, ieies, intent, intents, inter, interest, interests, interpret, interpretate, interpretates, interpreter, interpreters, interprets, inters, interset, interstate, interstates, intestate, intestates, intone, intoner, intoners, intones, neiper, neipers, neper, nepers, neses, nester, nesters, nests, ninepin, nines, ninon, nonene, nonenes, nonent, nonents, nones, nonet, nonets, nontaster, nontasters, notate, notates, noter, noters, notes, nouts, oners, otate, otates, outate, outen, outer, outers, outsat, outsent, outset, outsets, outstate, outstater, outstaters, outstep, penes, penon, pentas, pentatone, pentatones, pentene, pentenes, pents, pepino, perpent, perpents, perper, perpers, perpetuate, perpetuates, perse, peseta, pesetas, pester, pesterer, pesterers, pesters, pesto, pests, petas, petate, petates, peter, peters, petes, piers, pieta, pietas, piets, pinene, pinenes, piner, piners, pines, pineta, pinier, pinies, piniest, pinon, pinones, pinta, pintas, pinto, pints, piper, pipers, pipes, pipestone, pipestones, pipet, pipets, pipier, pipiest, preintone, preintones, prent, prents, presa, prese, present, presenter, presenters, presents, preses, preset, presets, prest, prestate, prestates, prester, presters, presto, prests, preta, pretas, pretaste, pretastes, preter, pretest, pretests, pretone, pretones, reinterpret, reinterprets, renest, renests, renin, rente, renter, renters, rentes, rents, repent, repenter, repenters, repents, repine, repiner, repiners, repines, represent, representer, representers, represents, resene, resenes, resent, resents, reserpine, reserpines, reset, resets, restate, restates, rester, resters, rests, retaste, retastes, retene, retenes, retent, retents, retest, retests, sates, saute, sautes, sauts, seine, seiner, seiners, seines, senet, senets, sents, serein, serene, serener, serenes, serenest, serer, seres, serest, serpent, serpents, sestet, sestets, seston, seter, seters, setnet, setnets, seton, setout, setouts, stases, state, stater, staters, states, statua, statuas, statute, statutes, stein, steno, stent, stenter, stenters, stenton, stents, stere, steres, stets, stone, stonen, stoner, stoners, stones, stonier, stonies, stoniest, stoter, stoters, stots, stout, stouten, stouter, stoutest, stouts, stuts, taste,

taster, tasters, tastes, tater, taters, tates, tatou, tauten, tauter, tautest, tauts, tenent, tenents, tenet, tenets, teniente, tenientes, tenon, tenoner, tenoners, tenter, tenterer, tenterers, tenters, tents, tepes, tepetate, tepetates, teres, terete, teretes, terpen, terpene, terpenes, terpin, terpinene, terpinenes, terse, testa, testata, testate, testates, teste, tester, testers, testes, testo, teston, testone, testones, tests, tetes, toner, toners, tones, tonier, tonies, toniest, toter, toters, totes, touter, touters, touts, tsetse, tsetses, utases

The winner noted that "pepet" could be found, but is only in some editions of Webster's Third.

Discus **score: 1,000**
iron, rone, ones, supa, tiro, tapu, apus, usen, nori, rita



Pole Vault **score: 1,300**

s i
u n
r s
r e
e n
p s
t a
i t
t e
i n
o e
u s
s s

Hurdles **score: 1,600**
aurA, snoB, epiC, tieD, ratE, pouF, snuG, pitH, eosIn, raJa, toKe, niLs, ruMp, tuNa, irOn, poPe, suQs, toRn, riSe, paTu, toUr, neVi, paWs, neXus, tYpo, iZar

Long Jump **score: 792**
oosporous, Zoosporous

High Jump **score: 1,368**
trousseau, trousseauX

Javelin **score: 1,872**
restauranters, restauranteUrs

OCTOBER

BRING BACK BURMA SHAVE

THE JUDGES READ ENTRIES
CONVULSED IN LAUGHTER
AND KEPT TALKING
IN RHYME
FOR DAYS AND WEEKS AFTER
3,078 CONTEST ENTRIES

Yes, you brought back Burma-Shave with a bang and had us wishing we could erect some of those signs. It also had us wishing we didn't have to set aside so many wonderful entries because of astonishing duplication. Who would have thought two readers would compose almost identical signs suggesting you "ask my Mother" about the Bates Motel? Your sketches of beautiful roadside signs (too many to mention names), attachments of Band-Aids and other adornments, and a drawing of a houseful of windows for Windows '95 (thank you, Colette) entertained, but alas!, did not sway the judges. Nor were we swayed by hundreds (yes, hundreds!) of flattering words about GAMES Magazine, although we did take note of Frank Arricale's welcoming us to our new offices in his "neighborhood."

Too many of the signs missed the point of using them to "sell" a product, so entries insulting their own products were eliminated, except in the case of one winner whose "product" is based on insult (see page 59).

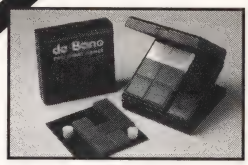
Heavily, heavily duplicated products included: credit cards, the Energizer Bunny, Psychic Hotlines, Wonderbra, Prozac, Jenny Craig, Spam and a most unusual onslaught of Depends, Pampers, Preparation H, and other bathroom products. And . . . um . . . a singular method of birth control. Some winners came from the duplicated ideas, but what set them above the others was the right rhyme, meter, and most important, the true sense of the original Burma-Shave sign.

Many readers used their computers to create artful entries. But it was, after all, the words on the signs that counted.

One entry had us chuckling, with Dr. Kevorkian saying:

TO BE OR NOT TO BE
LOTS OF PEOPLE WONDER
BUT IF YOUR CHOICE IS NOT TO BE
I CAN PUT YOU UNDER.

1996 GAMES 100



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Sheralyn Pearson

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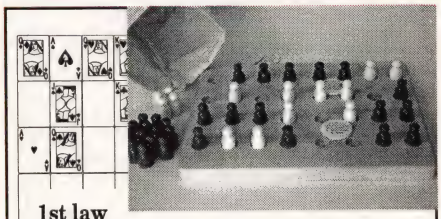

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domain

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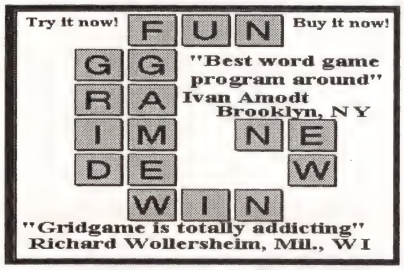

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Are you still reading? We rest our case. GAMES

CONTEST RESULTS

No prize, though; it was written by our Grand Prize winner, and we have a "one prize per person" rule.

Herewith, the winners. Please remember that while product names may sometimes have been duplicated, it was the overall entry that set these apart from the competition.

The grand prize of $500 goes to Joe Dudman of Portland, OR for:

HIS PROBLEM
FINALLY DAWNED ON TIM
WHEN HIS SHOES
STUCK OUT THEIR TONGUES
AT HIM
ODOR EATERS

Runner-up prizes of GAMES T-shirts go to the following (in alphabetical order):

TO BE A KING
IS NOT SO FINE
YOU CANNOT MAKE
A THRONE
RECLINE
LA-Z-BOY
Betsy Austin, Tarrytown, NY

RID THE HOUSE
OF ALL THE PESTS
WE MEAN
THE BUGS
AND NOT THE GUESTS
RAID
Ann Bower, Wareham, MA

SINCE WHITE HOUSE AIR
IS NEVER STALE
THE PRESIDENT
CAN NOW
INHALE
LYSOL COUNTRY SCENT
Ken Cashman, Highland Mills, NY

SHE'S A SIOUX
HER MA IS TIOUX
THEY BOTH
ARE BLIOUX BLOODS
THRIOUX AND THRIOUX
HOOKED ON PHONICS
Ellen Jackson, Santa Barbara, CA

HE BOWED HIS HEAD
TO SHOW
RESPECT
HE DIDN'T KNOW
IT WOULD REFLECT
ROGAINE
Daniel Kaufman, New York, NY

HIS SLEEP—SO SOUND
THE MATTRESS—GREAT
HE WOKE FOR WORK
THOUGH
FOUR DAYS LATE
SEALY POSTUREPEDIC
Robert Koster, Willisonton Pk, NY

HEY YOU
FATSO
IN THE TRUCK
SEE MY SHOW
YOU HOCKEY PUCK
DON RICKLES AT THE STARDUST
Mike Reiss, Los Angeles, CA

"NICE BROWN SHIRT,"
HIS NEIGHBORS SAID
THE PROBLEM IS
THE SHIRT
WAS RED
TIDE
Douglas Rosengard, Monroeville, PA

LEGS TOO FLABBY
ABOVE THE KNEES?
MAKE THIS
GIZMO
YOUR MAIN SQUEEZE
THIGH MASTER
Barbara Sallay, Poway, CA

YOU SEE A MOUSE
DON'T SCREAM
WITH FRIGHT
NO NEED FOR FEAR
IT DOESN'T BYTE
APPLE COMPUTERS
Joanne Wessel, Greenwood, IN

Thanks to all who participated for giving the judges such an entertaining time.
—Gloria Rosenthal

WILD CARDS

TEASERS
A CRYPTIC PUZZLE

Can you determine the significance of the following common three-letter words?

SEE, ARE, WHY, PEA, TEE, EYE, SEA

—Raymond D. Love

IN OTHER WORDS
AUSTRALIAN 101

If you've seen *Crocodile Dundee* or heard "Waltzing Matilda," you know that Australian English has more than a few words that are Greek to American ears. But you don't need to have taken a walkabout in the Outback to take this test. Using intuition and your knowledge of English, can you match the 15 Australian words (1–15) with their American translations (a–o)?

1. aggranoy
2. atombombo
3. bolter
4. boomerang cheque
5. chuck-in
6. clunk
7. drip drama
8. gully-raker
9. lollies
10. presstitute
11. removalist
12. rubbishologist
13. scungies
14. stickybeak
15. twicer

a. candy
b. cattle rustler
c. cheap wine
d. double-crosser
e. female journalist
f. garbage collector
g. inquisitive
h. moving van
i. old clothes
j. overdraft
k. pot luck
l. prison escapee
m. provoke
n. simpleton
o. soap opera

—Ruth Freedman

LOGIC
PICK A PAIR

A dealer removes the four aces from a deck of cards, mixes the aces, and spreads them in a row facedown. You choose any two of the aces. What is the probability that you will choose one red ace and one black ace: 1 chance in 4, 1 chance in 3, 1 chance in 2, or 2 chances in 3?

—Bob Stanton

WORDPLAY
REPAIRED WORDS

The following was supposed to be a list of 10 six-letter words, but someone broke the list into 20 three-letter words. Can you repair the damage by rearranging them back to their original form?

AGE	FOR	MAN	RAT
BED	HER	NET	RED
EAR	ICE	OFF	SEA
EGO	ION	ONE	SON
END	LED	PRO	WAS

—Steve Miller

TOUGH NUTS
THREE CANTEENS

Two men wandering in the desert come upon a trail. In hope of finding help sooner, they decide to split up, each taking half their remaining water, and to set off in opposite directions along the trail.

They have only one 14-cup canteen full of water, and two empty canteens that will hold nine and five cups respectively. The only way for them to measure water is by pouring water from one canteen to another until the first is empty or the second is full. How can they measure seven cups into each of the two larger canteens?

—J. Mark Thompson

WORDPLAY
OPPOSITES DISTRACT

The pairs of words below are *almost* opposites. Why? Because if you replace each word with one of its synonyms, you'll have two words that *are* opposites. For instance, "impudent" and "selfish" are synonymous with "fresh" and "spoiled." For each pair, can you find the synonyms that are antonyms of one another?

1. departed, correct
2. dandy, psychiatrist
3. stoned, moo
4. unusual, "Congratulations!"
5. forfeited, establish
6. yearn, curt
7. drunk, promiscuous
8. olive, underwent
9. fee, sanctuary
10. ignite, tail
11. brisk, honest
12. match, sole
13. band, bandage
14. basin, cork
15. futile, inexpensive
16. tuft, tournament
17. offspring, observe
18. brew, apartment
19. shake, drill
20. sellout, bear

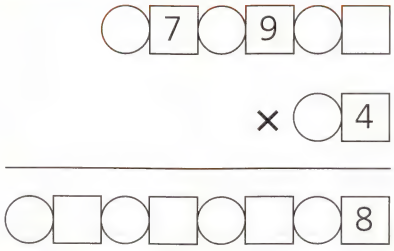
—Francis Heaney

ILLUSTRATION BY J.D. KING

edited by paddy smith

TOUGH NUTS
MULTRIPLICATION

Can you fill in the empty boxes in the figure at right with one-digit numbers so that the numbers in the squares, in the circles, and in the whole figure form three different true operations as in the example below?



—Guney Mentes

Example:	1 2 9 8 8 7	129887 x 98 = 12728926
	× 9 8	287 x 8 = 2296
	1 2 7 2 8 9 2 6	198 x 9 = 1782

TRIVIA
CLUED IN

Hollywood loves murder mysteries so much that it even made a movie version of the popular board game Clue (in 1985), which also inspired this quiz. Below, in the style of both the game and the movie, we've provided the Who, Where, and With What for a number of memorable movie killings. For each set, can you name both the film and the actor who portrayed the victim?

1. Anne Archer in the bathroom with a gun.
2. Anthony Perkins in the shower with a knife.
3. Bruce Willis in the bathroom doorway with an automatic weapon.
4. Jennifer Jason Leigh in the bedroom with a stiletto heel.
5. Judy Garland in the castle with a bucket of water.
6. Keanu Reeves in the subway tunnel with a subway signal.
7. Kevin Spacey on the boat with a screwdriver.
8. Linda Hamilton in the factory with a machine press.
9. Nicolas Cage in the parking lot with a hand grenade.
10. Sharon Stone in the elevator with an ice pick.
11. Steven Seagal on the battleship with a knife.
12. Tommy Lee Jones in the playground with a bomb.

—Merle Jantz and M.A. Boldurian

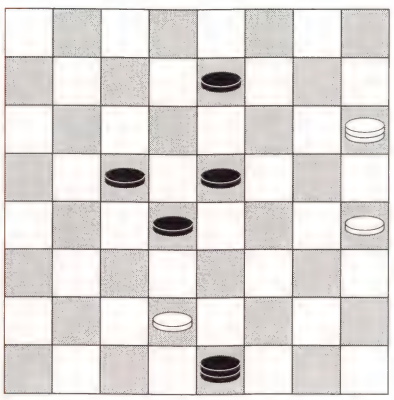
TEASERS
WORD SPIN

What common word can be turned 180° to create an abbreviated form of the word's antonym?

—Brian Brasher

CHECKERS
TRAPPER TRAPPED

White is moving up the board in the diagrammed checkers game below. It's White's turn. What series of moves will guarantee White's victory?



Standard checkers rules apply: If a jump is possible, it must be taken. If two jumps are possible, either may be taken, even if one is a multiple jump and the other isn't. Crowning a king ends a turn. Only kings can move backward. The game is won either by capturing all of the opponent's pieces or by leaving your opponent unable to move.

—John R. Gibson

ANSWERS, PAGE 43

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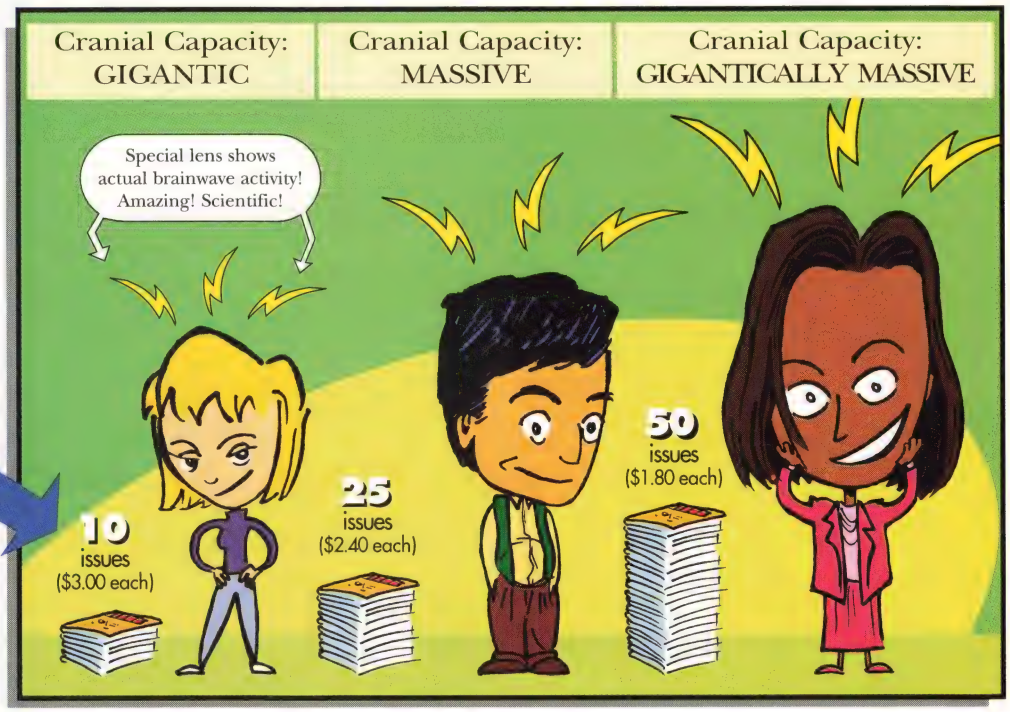
The unretouched photo at right clearly depicts the correlation between the number of GAMES back issues purchased by each subject, and the subsequent increase in cranial capacity and mental prowess! It's irrefutable!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WAR IS SWELL (continued from page 14)

sented. The only problem is that the strategy worked too well, and the East has found itself outnumbered by at least 200 fighters at each battle. Despite the East's dominance of the tournament and archery events, the Midrealm will narrowly win this year's war.

The imbalance in army size becomes really apparent at the last battle of Pennsic, the Field Battle, a giant free-for-all where the entire Eastern and Midrealm armies fling themselves at each other across an unobstructed field. Standing on the hillside above, watching the two armies converge, it's hard not to notice that the Midrealm's is considerably more massive.

To signal the start of this battle, not only the cannon is fired, but also a whole collection of period-style firearms brought by SCA members with a particular interest in medieval gunsmithing. With no walls or structures to hide behind, and swords and spears flailing in all directions, freshly killed soldiers begin trooping off the field almost immediately. The battle will continue until all the members of one army or the other are dead. This time, there will be no resurrections.

"I was clubbed like a baby harp seal!" declares one returning fighter cheerfully.

"I did my job!" says another, stoutly, proud of having killed several of the enemy before being slain herself. This fighter, Lassar Ingen Aeda, whose mundane name is Andrea McKnight, says that although they are still in the minority, more and more women are taking up arms all the time.

Like many fighters of both sexes, Lassar says she was first attracted to the chivalrous aspects of the SCA. This is something many Scadians say brought them to the Society, as chivalry is notably absent from 20th-century life.

When she goes into battle, Lassar says she does it completely in persona.

"I'm fighting for my honor, my lord's honor, the honor of the knight I'm squired to, and right now, the honor of the King and Queen of the East," she says gallantly.

Others, though no less gallant, take a more fun-and-games approach.

"Next year I will fight axe!" declares one sword-carrying soldier. "Yes," agrees a friend standing next to him. "You and I will both fight axe together—lusty and ready axes!" They swing their make-believe axes through the air and, in unison, sing out "Ka-chunk! Ka-chunk! Ka-chunk! *Ka-chunk!*," the sound of an axe striking armor.

One of these two, Sean William O'Faolain, whose mundane name is Daniel Casey O'Donovan, fought for the house of Ragnesfolk this year. Ragnesfolk, he explains, is Old Icelandic for "people of the rain."

"We took that name because we come from Binghamton, New York, the rainiest place in the universe," he says.

Ragnesfolk's big moment came during the Woods Battle, when the group encountered the King of Drachenwald (Europe).

"We smeared him!" Sean says happily. "He didn't see us through the trees, and we just dived upon him, screaming."

Royalty, he adds, always make the most satisfying victims.

"I will tell about this day, and how I killed the King of Drachenwald," he vows, "until next year, when he beats me up again." ■

Minda Zetlin is a freelance writer in Woodstock, N.Y. Freelance writer/photographer and Scadian Bill Pfleging contributed research and ideas to this story.

STATEMENT OF OWNERSHIP, MANAGEMENT AND CIRCULATION (required by 39 U.S.C. 3685) for February 1997 of GAMES published bimonthly at 7002 W. Butler Pike, Ambler, PA 19002 and having headquarters and general business offices at 7002 W. Butler Pike, Ambler, PA 19002 (County of Montgomery).

The name and address of the Publisher and Editor is, R. Wayne Schmittberger, Editor in Chief, GAMES Magazine, 7002 W. Butler Pike, Ambler, PA 19002.

GAMES Magazine is owned by N. Karabots, Games Publications Inc., 7002 W. Butler Pike, Ambler, PA 19002.

The average number of copies of each issue during preceding twelve months are: (A) Total number of copies printed (net press run), 361,425; (B) Paid circulation: 1. Sales through dealers and and carriers, street vendors, and counter sales, 71,174; 2. Mail subscriptions, 161,252; (D) Free distribution by mail carrier or other means, samples, complimentary and other free copies, 630; (E) Total distribution, 233,055; (F) Copies not distributed: 1. Office use, left over, unaccounted, spoiled after printing, 7,995; 2. Returns from news agents, 120,375; (G) Total, 361,425. The actual number of copies of single issue published nearest to filing date are: (A) Total number of copies printed (net press run), 342,111; (B) Paid circulation: 1. Sales through dealers and carriers, street vendors, and counter sales, 66,750; 2. Mail subscriptions, 141,430; (C) Total paid circulation, 208,180; (D) Free distribution by mail carrier or other means, samples, complimentary and other free copies, 3,429; (E) Total distribution, 211,609: (F) Copies not distributed: 1. Office use, left over, unaccounted, spoiled after printing, 12,433; 2. Returns from news agents, 118,069; (G) Total, 342,111.

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b. American Comedy Award
c. American Music Award
d. Clio Award *(Advertising)*
e. CMA Award *(Country Music)*
f. Emmy Award *(Television)*
g. Golden Globe *(Film & TV)*
h. Grammy Award *(Music)*
i. MTV Video Award
j. People's Choice Award
k. Tony Award *(Theater)*
l. World Music Award

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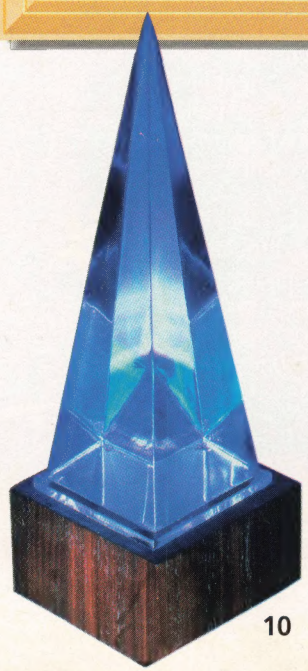

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by Jeff Moran

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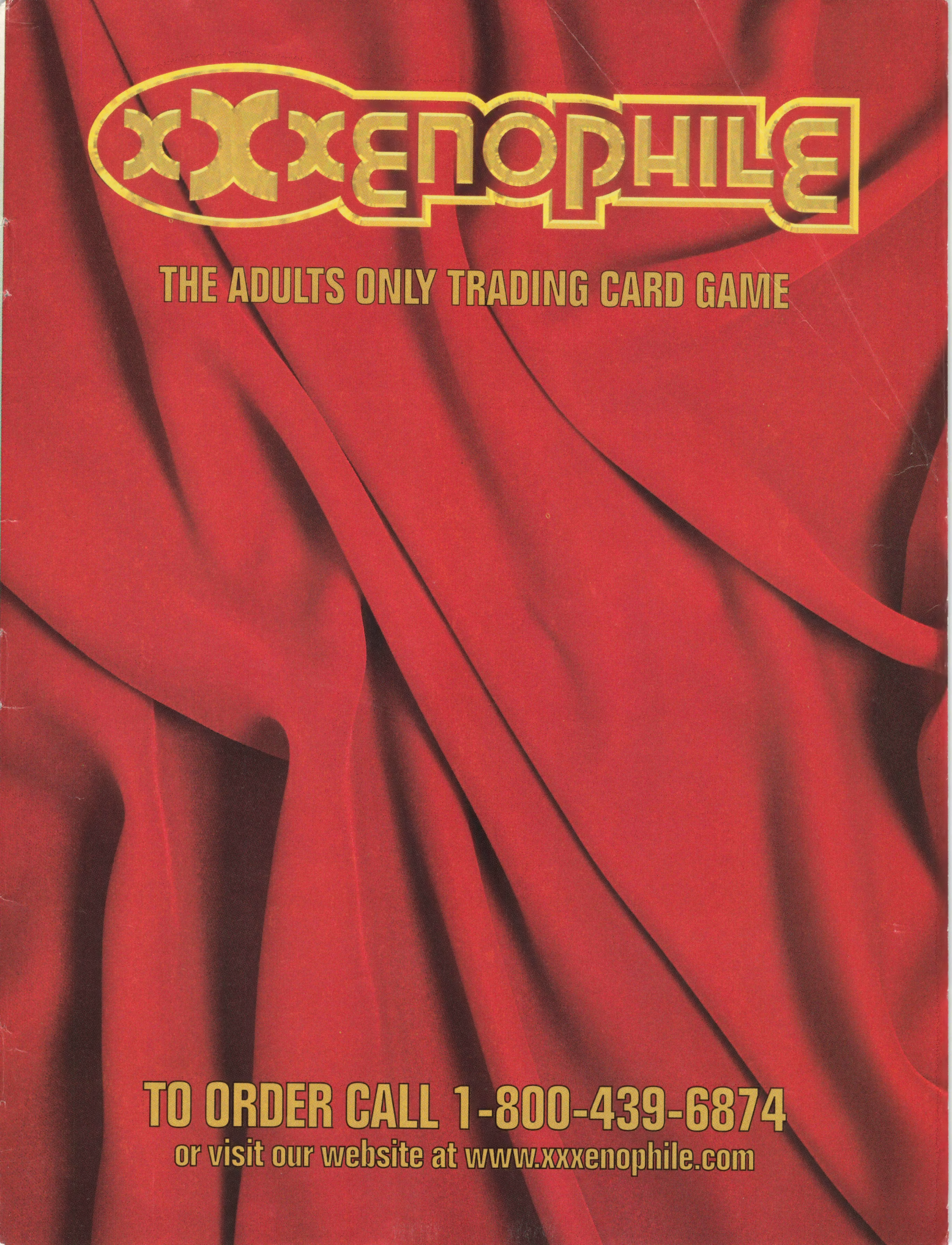
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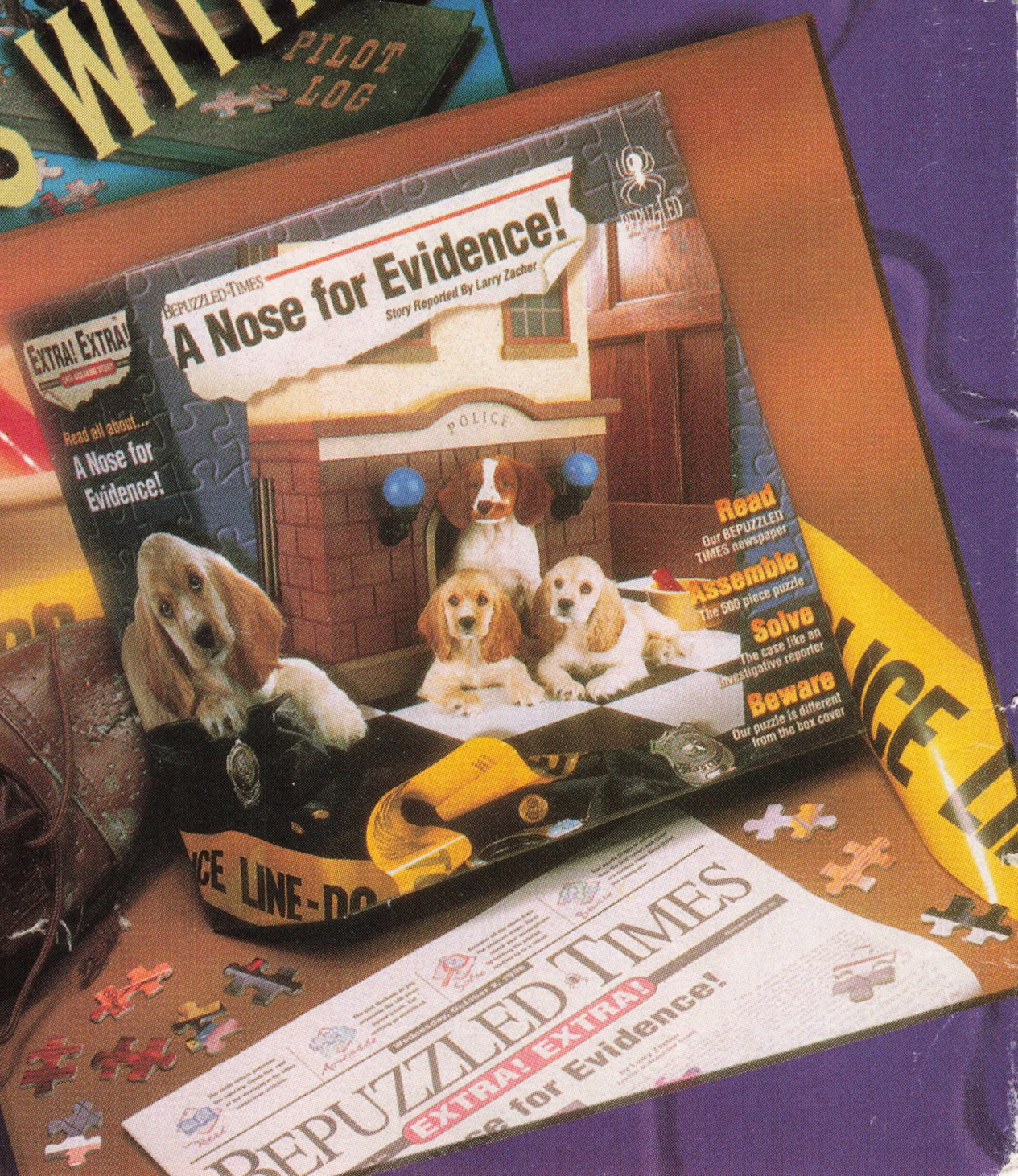

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